FIG. 1

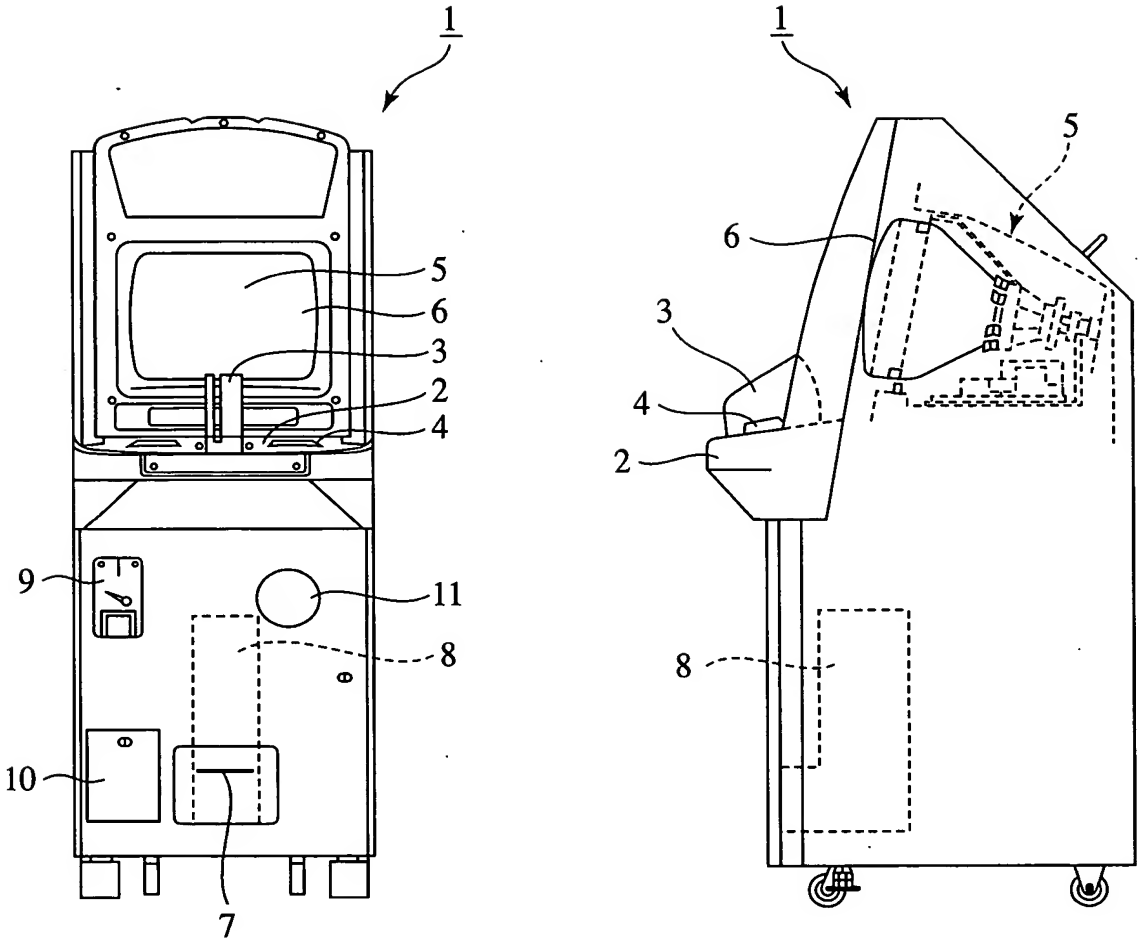


FIG. 2

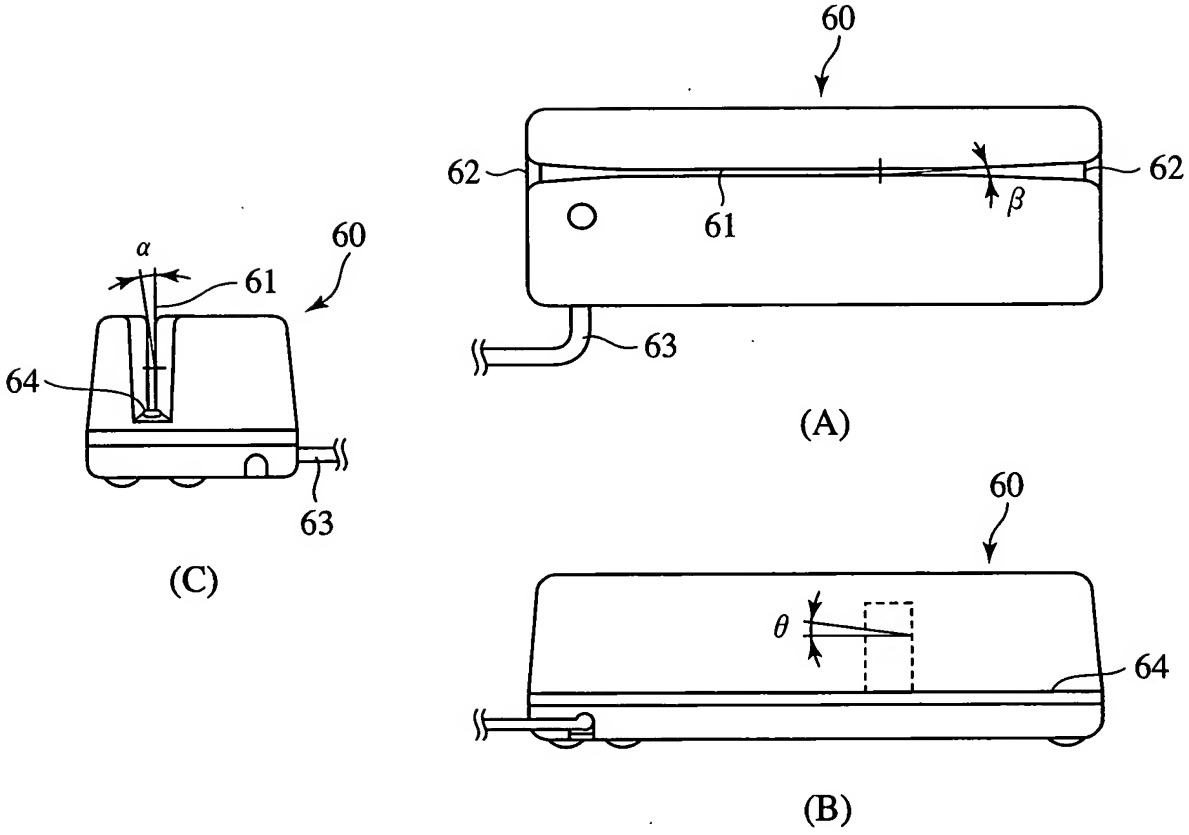
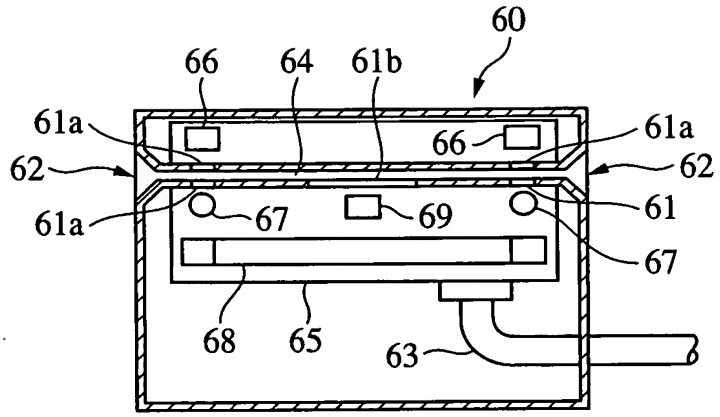
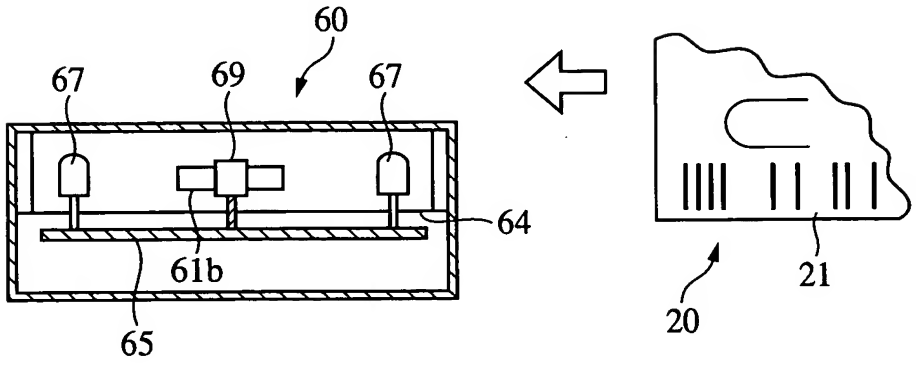


FIG. 3


60
66
64
61b
61a
66
61a
62
62
61a
67
69
61
67
68
65
63

(A)


60
67
69
67
64
61b
65
20
21

(B)

FIG. 4

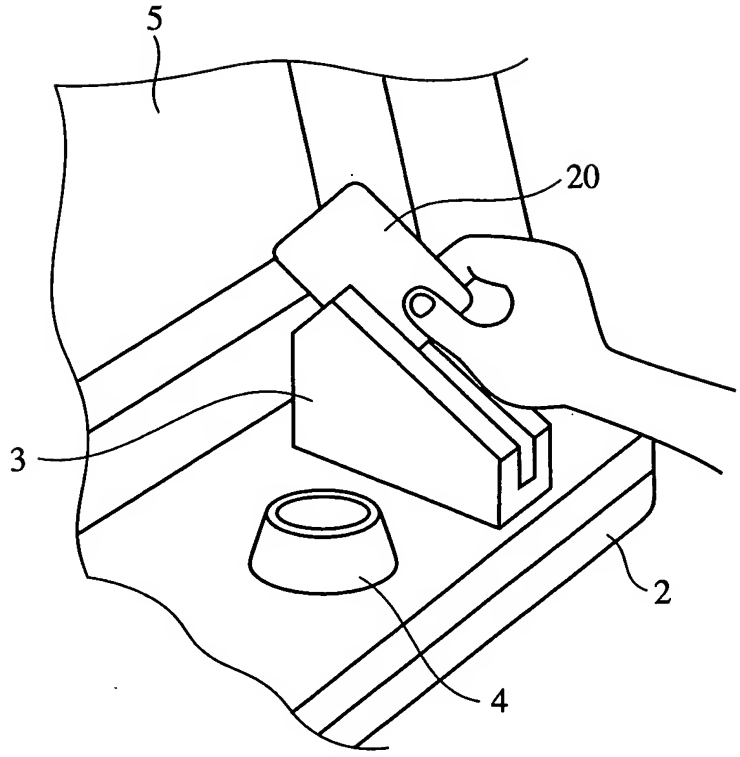


FIG. 5

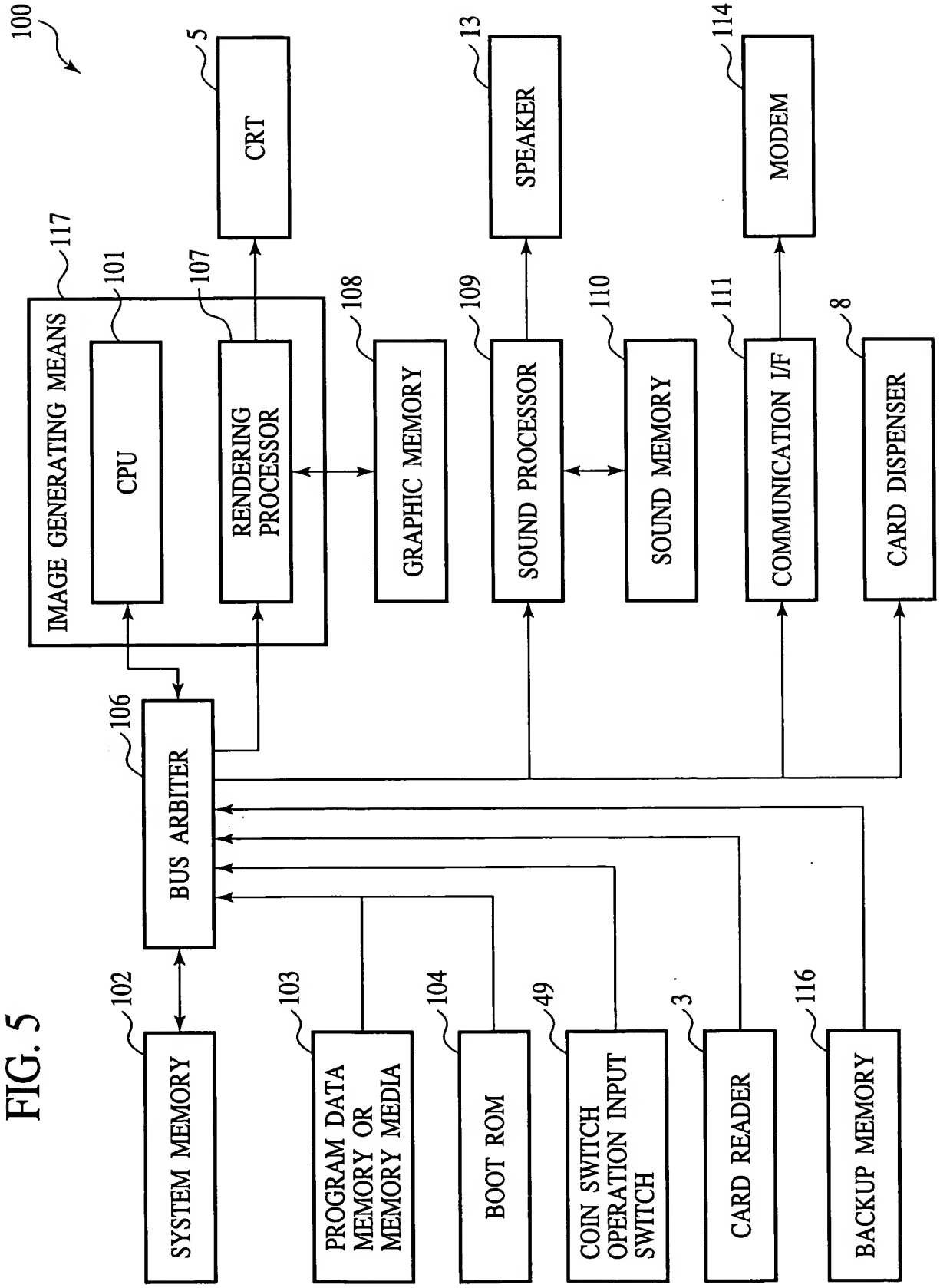
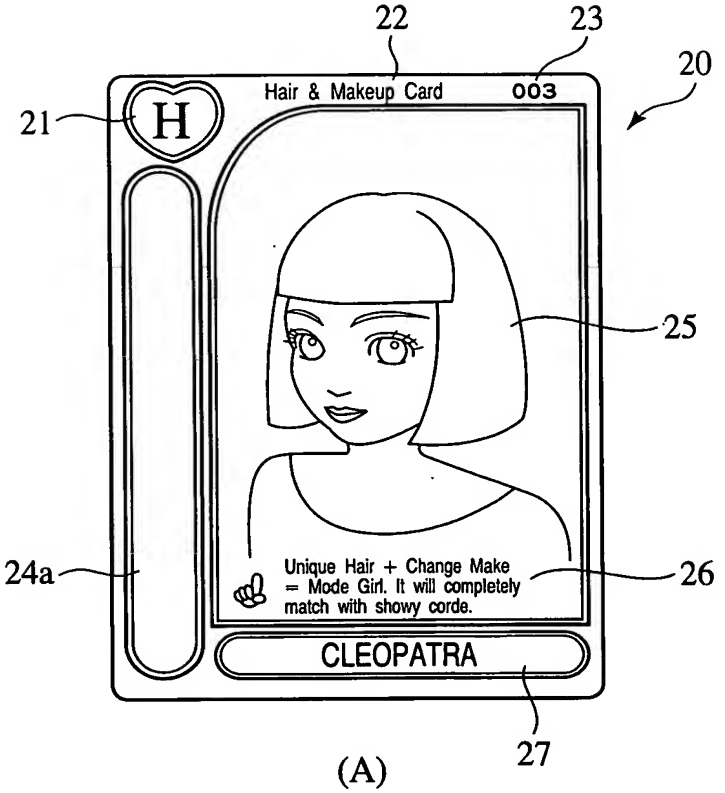
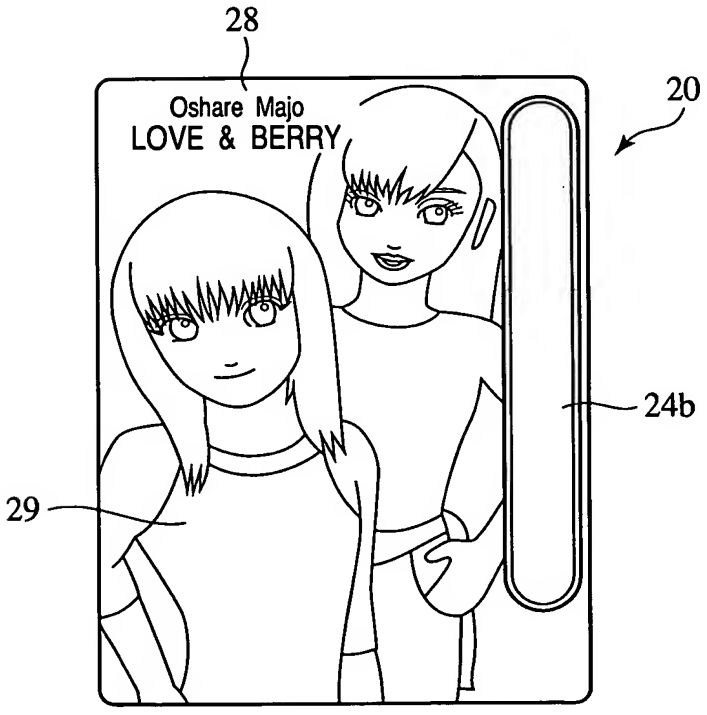

100
IMAGE GENERATING MEANS
117
CPU
101
RENDERING PROCESSOR
107
GRAPHIC MEMORY
108
CRT
5
SPEAKER
13
SOUND PROCESSOR
109
SOUND MEMORY
110
MODEM
114
COMMUNICATION I/F
111
CARD DISPENSER
8
BUS ARBITER
106
SYSTEM MEMORY
102
PROGRAM DATA MEMORY OR MEMORY MEDIA
103
BOOT ROM
104
COIN SWITCH OPERATION INPUT SWITCH
49
CARD READER
3
BACKUP MEMORY
116

FIG. 6


22
23
20
21
H
Hair & Makeup Card
003
25
24a
Unique Hair + Change Make
= Mode Girl. It will completely
match with showy corde.
26
CLEOPATRA
27

(A)


28
20
Oshare Majo
LOVE & BERRY
24b
29

(B)

FIG. 7

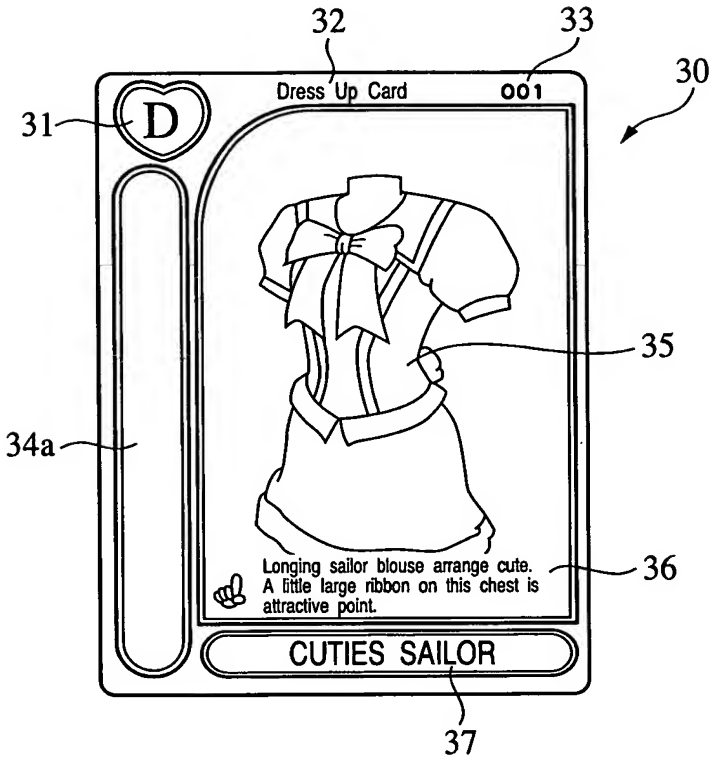

32
33
30
Dress Up Card
001
31
D
35
34a
Longing sailor blouse arrange cute.
A fittle large ribbon on this chest is
attractive point.
36
CUTIES SAILOR
37

FIG. 8

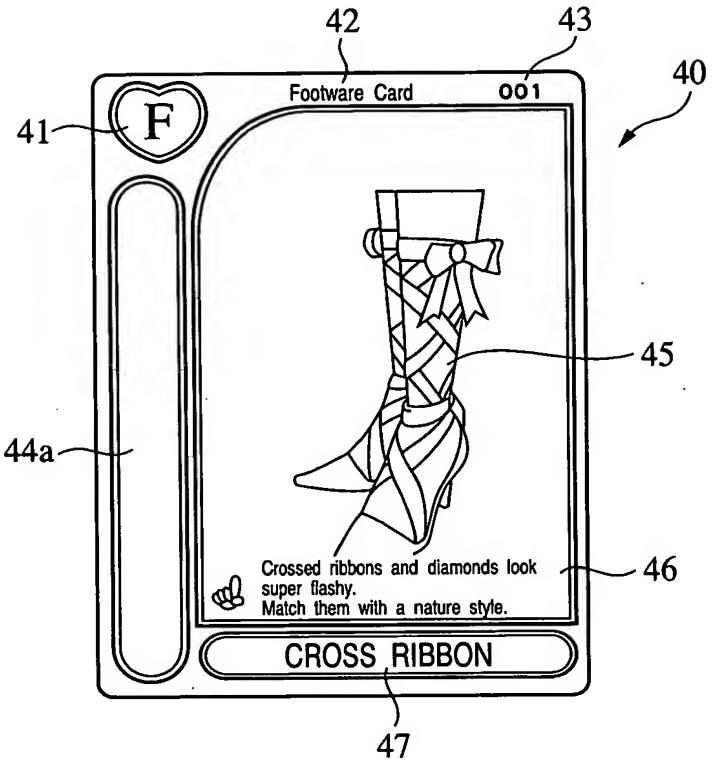
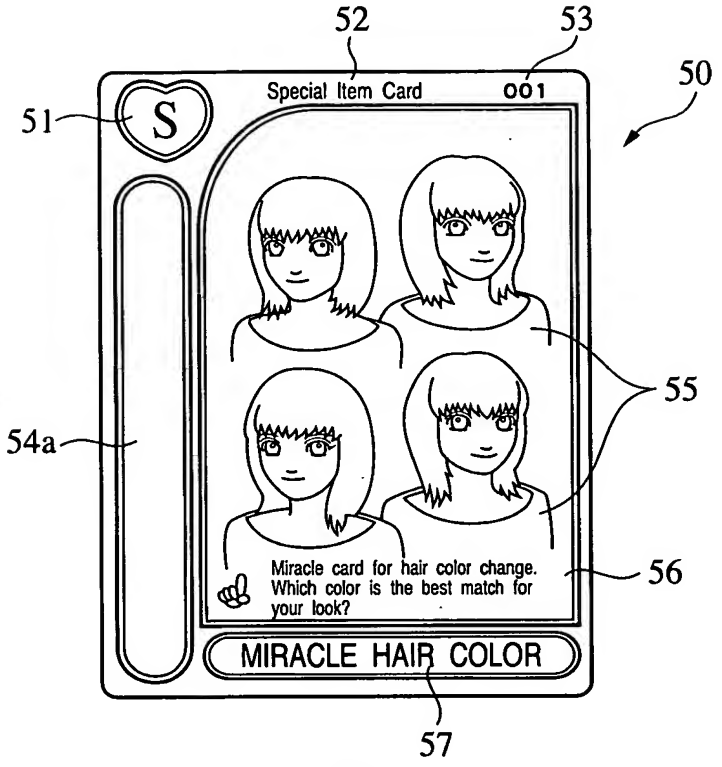
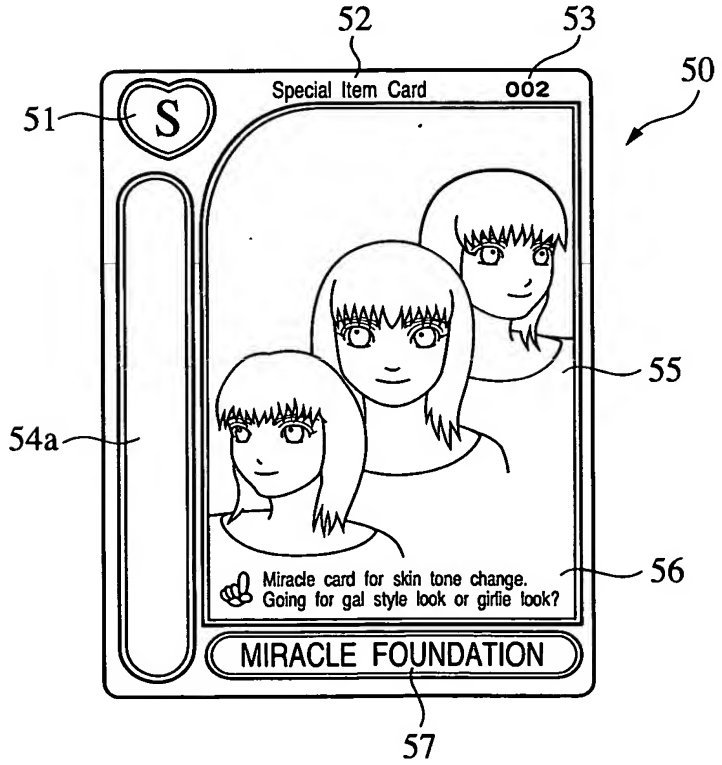

42
43
40
Footware Card
001
41
F
45
44a
Crossed ribbons and diamonds look super flashy.
Match them with a nature style.
46
CROSS RIBBON
47

FIG. 9


52
53
50
Special Item Card
001
51
S
55
54a
Miracle card for hair color change.
Which color is the best match for
your look?
56
MIRACLE HAIR COLOR
57

(A)


52
53
50
Special Item Card
002
51
S
55
54a
Miracle card for skin tone change.
Going for gal style look or girlie look?
56
MIRACLE FOUNDATION
57

(B)

FIG. 10

(A)

[HAIR & MAKEUP CARD]

CODE	MODEL DATA NAME	TEXTURE DATA NAME	FACE TEXTURE NAME	NAME
001	N_Hr001.Bipol	N_Hr001	N_sFa001	PRINCESS HAIR
002	N_Hr004.Solid	N_Hr004	N_sFa004	TOMBOY HAIR
003	J_Hr011.Solid	J_Hr011	N_sFa011	GIRLIE CURLY LONG HAIR

(B)

[DRESS UP CARD]

CODE	MODEL DATA NAME	TEXTURE DATA NAME	ACCESSO-RIES	NAME
001	G_FB001F.Bipol	G_FB001	1	ELEGANT DRESS
002	M_FB002F.Bipol	M_FB002	2	SPARKLY PEARL DRESS
003	M_FB003F.Bipol	M_FB003	3	SKY BLUE DRESS

FIG. 11

[FOOTWARE CARD]

CODE	MODEL DATA NAME	TEXTURE DATA NAME	COLOR NAME	NAME
001	J_FS001	J_FS001	BLUE	JEWELRY SANDAL HEELS
002	J_FS002	J_FS002	RED	PINK RIBBON HEELS
003	J_SS001	J_SS001	RED	LACE-UP BOOTS

FIG. 12

(A)

[OSHARE MAJO TABLE FOR LOVE]

PART	DETAILS	CONTENTS
HEAD (HAIR & MAKEUP)	MODEL DATA NAME	N_Hr001.Bipol
	TEXTURE DATA NAME	N_Hr001
		N_sFa001
CHEST (DRESSING-UP)	MODEL DATA NAME	G_FB001F.Bipol
	TEXTURE DATA NAME	G_FB001
FEET (FOOTWARE)	MODEL DATA NAME	J_FS001
	TEXTURE DATA NAME	J_FS001

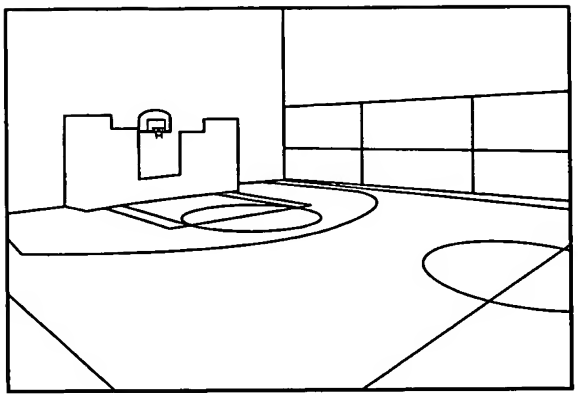
(B)

[OSHARE MAJO TABLE FOR BERRY]

PART	DETAILS	CONTENTS
HEAD (HAIR & MAKEUP)	MODEL DATA NAME	J_Hr004.Solid
	TEXTURE DATA NAME	N_Hr004
		N_sFa004
CHEST (DRESS UP)	MODEL DATA NAME	M_FB003F.Bipol
	TEXTURE DATA NAME	M_FB003
FEET (FOOTWARE)	MODEL DATA NAME	J_SS001
	TEXTURE DATA NAME	J_SS001

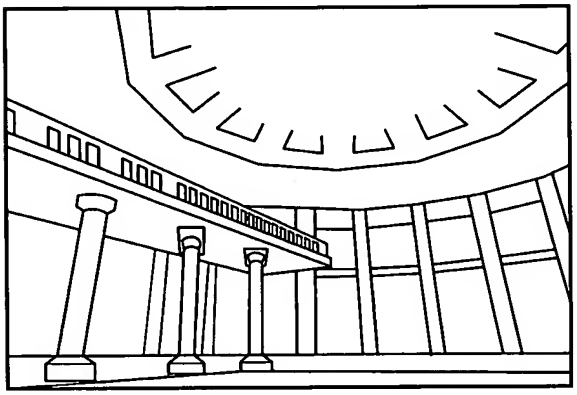
FIG. 13

[STREET COURT]



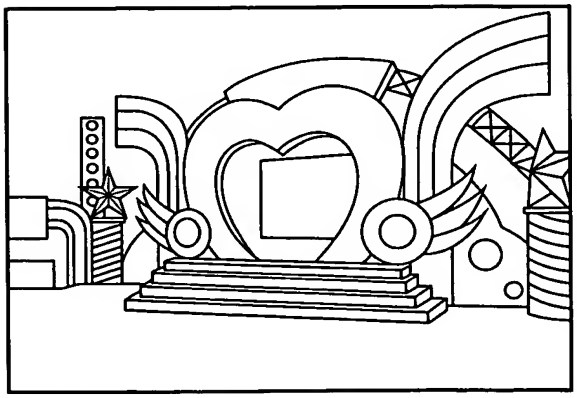
(A)

[BALL]



(B)

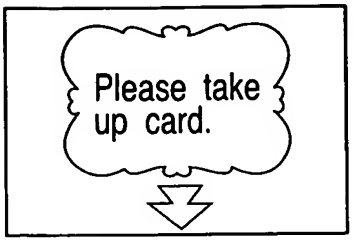
[IDOL STAGE]



(C)

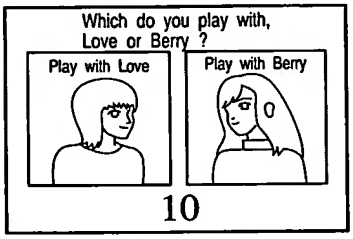
FIG. 14

(A)



P01 INSERT COINS AND EMIT 1 CARD.

(B)



P02 SELECT LOVE OR BERRY.

CHARACTER (LOVE) SELECTED

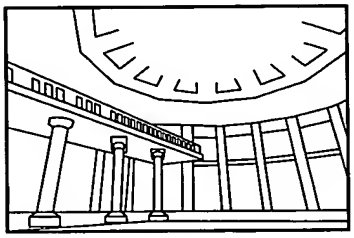
(B')

(C)

P03 GAME START.
BERRY CALLS LOVE GETTING UP LATE.

"ARE YOU STILL SLEEPING?"

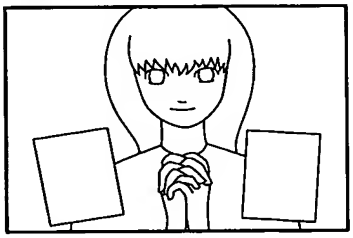
(D)



P04 "WE HAVE PROMISED TO GO TO THE DANCE PARTY TODAY?"

"WE'LL GO TO THE CASTLE.
DRESS UP DECENTLY.
I'LL NEVER LOSE TODAY."

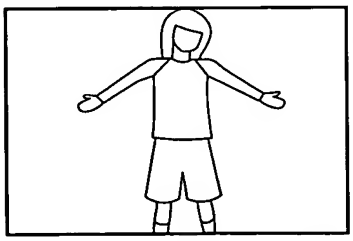
(E)



P05 "TERRIBLE! ALL HELP ME DRESS UP!"

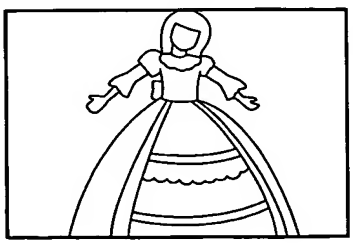
USE YOUR "OSHARE MAJO CARDS".

(F)



P06 SCAN DRESS UP CARD.
TRANSFORM FROM PAJAMAS BY MAGIC.
LOVE DOES NOT LIKE IT.
"IT'S A DANCE PARTY, YOU KNOW!"

(G)



P07 SCAN A SECOND DRESS UP CARD.

"YES, MAYBE GOOD."

FIG. 15

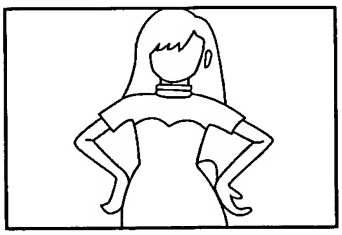
(A)

P08 SCAN HAIR & MAKEUP CARD,

"OH, MADE IT!"

WARP THE DANCE HALL!

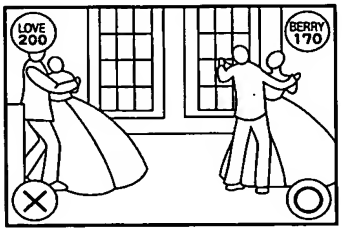
(B)



P09 AT THE DANCE HALL.
BERRY IS WAITING.

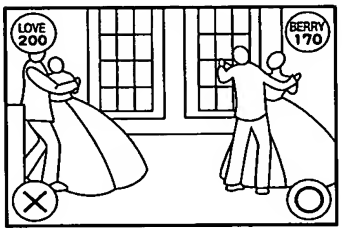
"LOVE, YOU ARE LATE!"

(C)



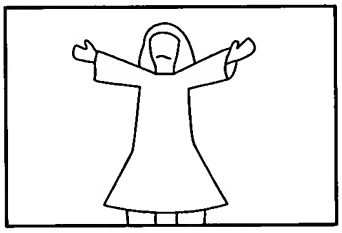
P10 MUSIC STARTS,
AND BATTLE STARTS.
THEY START TO DANCE WITH
RESPECTIVE PARTNERS.

(D)



P11 CONTINUOUSLY FAILS TO
PUSH INPUT BUTTON.

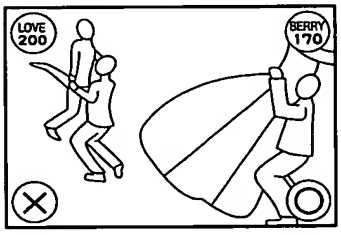
(E)



P12 LOVE'S DRESS UP MAGIC
DISAPPEARS, AND LOVE
RETURNS TO PAJAMAS.

"OH, NO!"

(F)

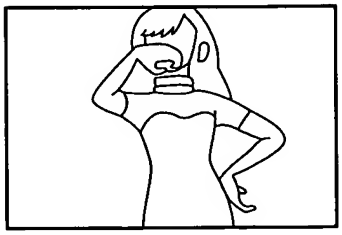


P13 LOVE DANCES IN PAJAMAS
UNTIL A SUCCESSFUL INPUT.

"EMBARRASSING!"

LOVE'S SMARTNESS DEGREES
DOES NOT INCREASE.

(G)



P14 MEANWHILE, BERRY'S
SMARTNESS DEGREE
BECOMES MAXIMUM.
"FU, FU, I'VE WON!"
WHEN BERRY WINS,
THE NEXT STAGE FOLLOWS.

FIG. 16

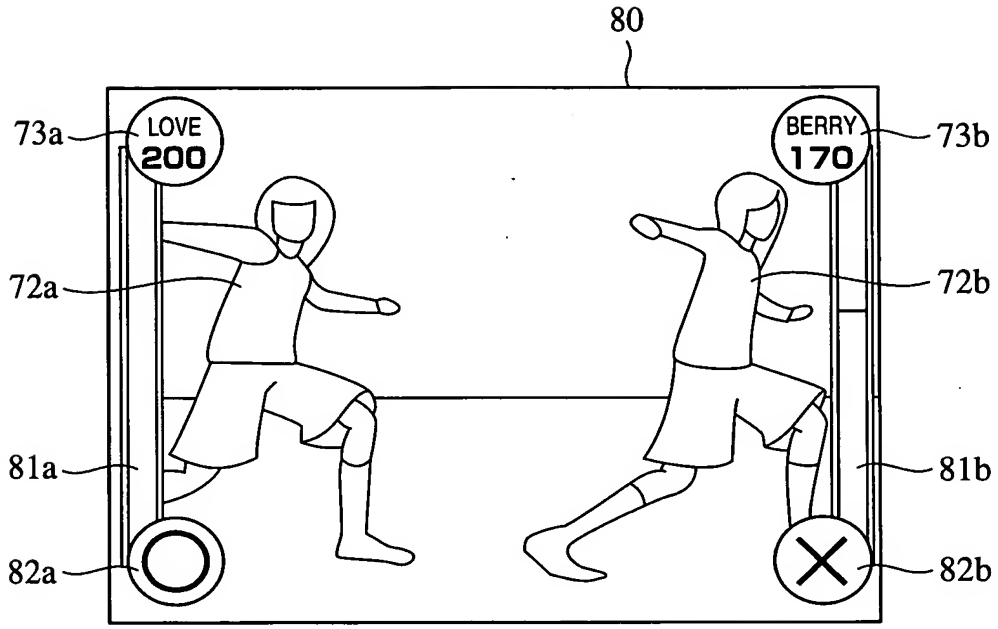


FIG. 17

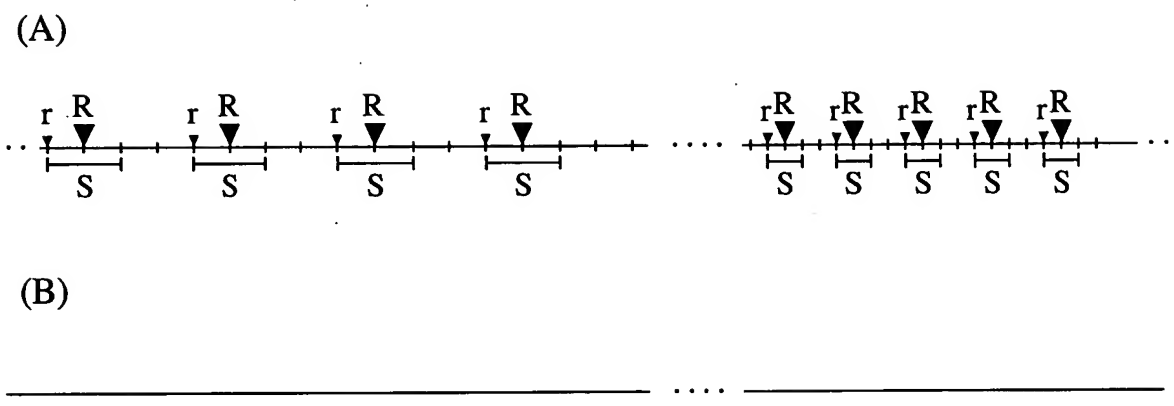


FIG. 18

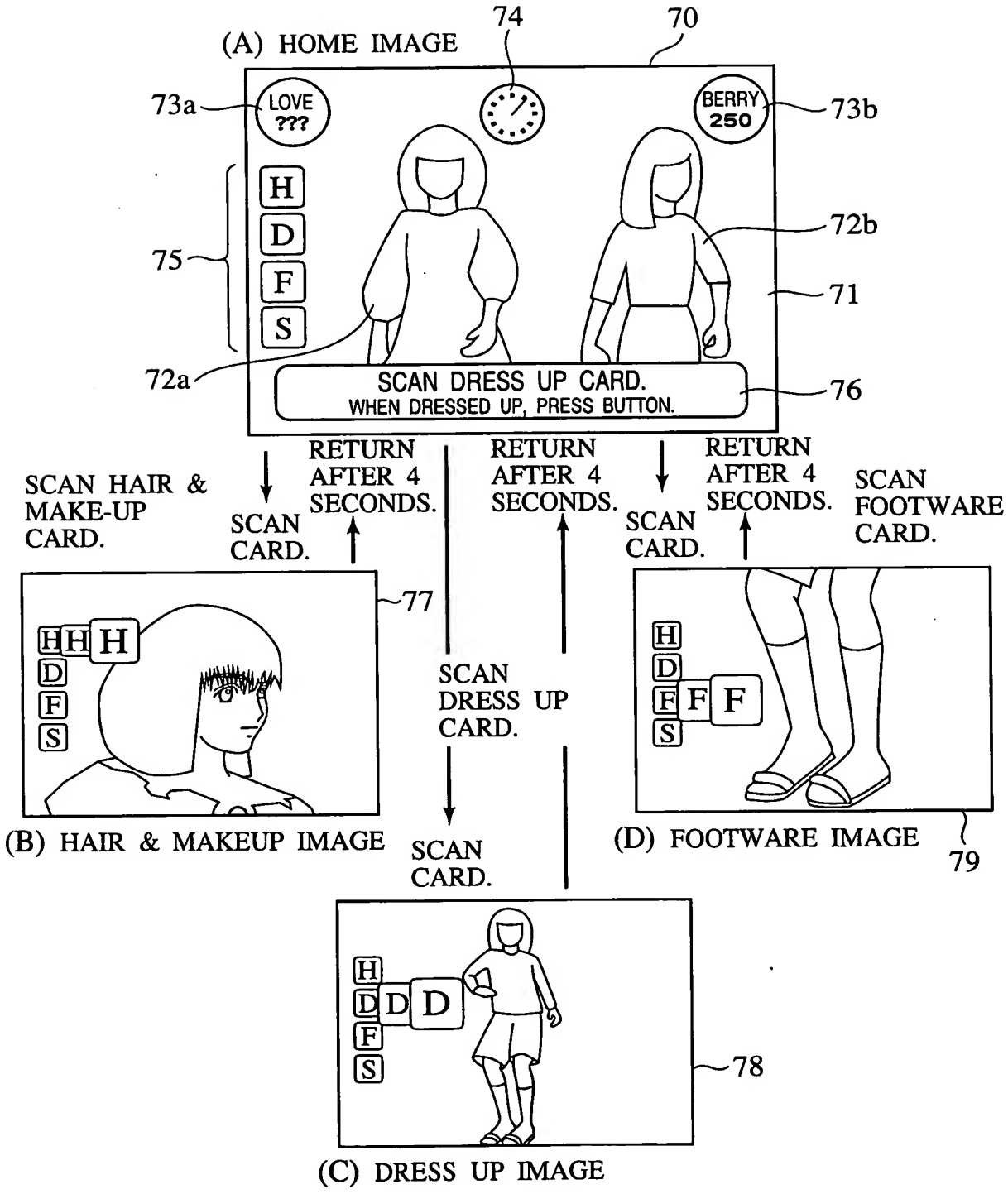

(A) HOME IMAGE
74
70
73a
LOVE
???
BERRY
250
73b
H
D
F
S
75
72b
71
72a
SCAN DRESS UP CARD.
WHEN DRESSED UP, PRESS BUTTON.
76
SCAN HAIR & MAKE-UP CARD.
SCAN CARD.
RETURN AFTER 4 SECONDS.
RETURN AFTER 4 SECONDS.
SCAN CARD.
RETURN AFTER 4 SECONDS.
SCAN FOOTWARE CARD.
77
(B) HAIR & MAKEUP IMAGE
SCAN DRESS UP CARD.
SCAN CARD.
(D) FOOTWARE IMAGE
79
78
(C) DRESS UP IMAGE

FIG. 19

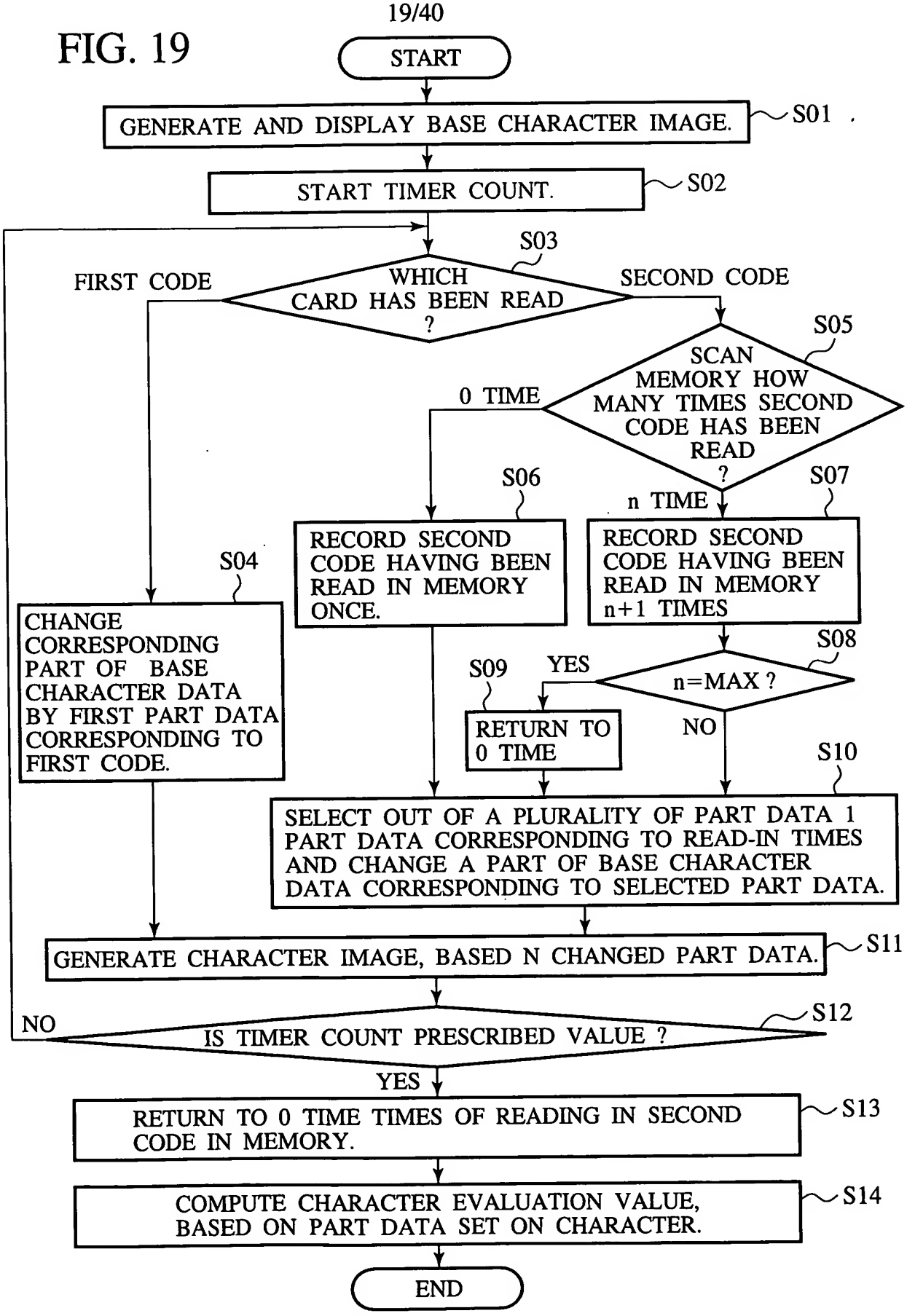

START
GENERATE AND DISPLAY BASE CHARACTER IMAGE.
S01
START TIMER COUNT.
S02
S03
WHICH CARD HAS BEEN READ ?
FIRST CODE
SECOND CODE
S04
CHANGE CORRESPONDING PART OF BASE CHARACTER DATA BY FIRST PART DATA CORRESPONDING TO FIRST CODE.
S05
SCAN MEMORY HOW MANY TIMES SECOND CODE HAS BEEN READ ?
0 TIME
n TIME
S06
RECORD SECOND CODE HAVING BEEN READ IN MEMORY ONCE.
S07
RECORD SECOND CODE HAVING BEEN READ IN MEMORY n+1 TIMES
S08
n=MAX ?
YES
NO
S09
RETURN TO 0 TIME
S10
SELECT OUT OF A PLURALITY OF PART DATA 1 PART DATA CORRESPONDING TO READ-IN TIMES AND CHANGE A PART OF BASE CHARACTER DATA CORRESPONDING TO SELECTED PART DATA.
GENERATE CHARACTER IMAGE, BASED N CHANGED PART DATA.
S11
S12
NO
IS TIMER COUNT PRESCRIBED VALUE ?
YES
RETURN TO 0 TIME TIMES OF READING IN SECOND CODE IN MEMORY.
S13
COMPUTE CHARACTER EVALUATION VALUE, BASED ON PART DATA SET ON CHARACTER.
S14
END

FIG. 20

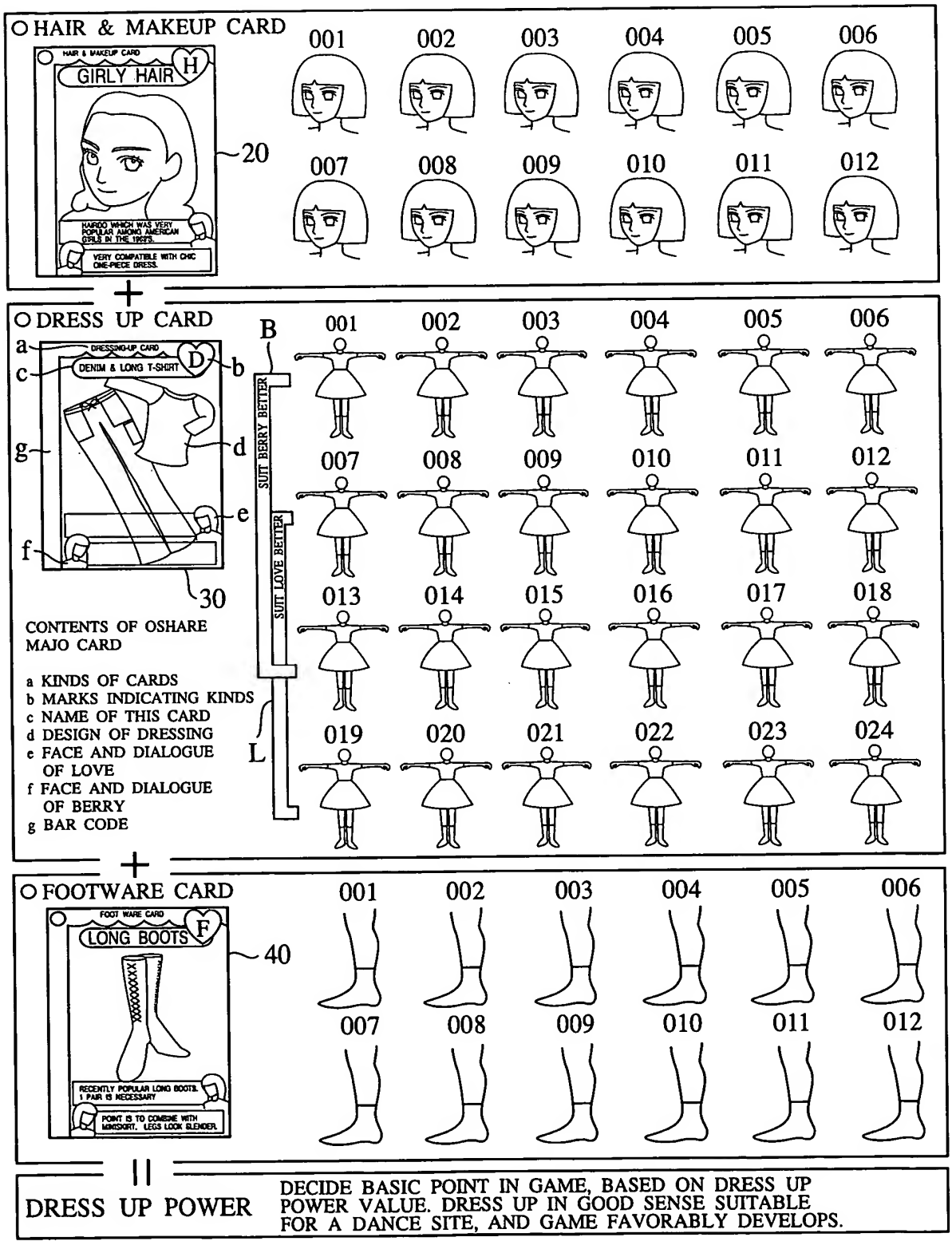
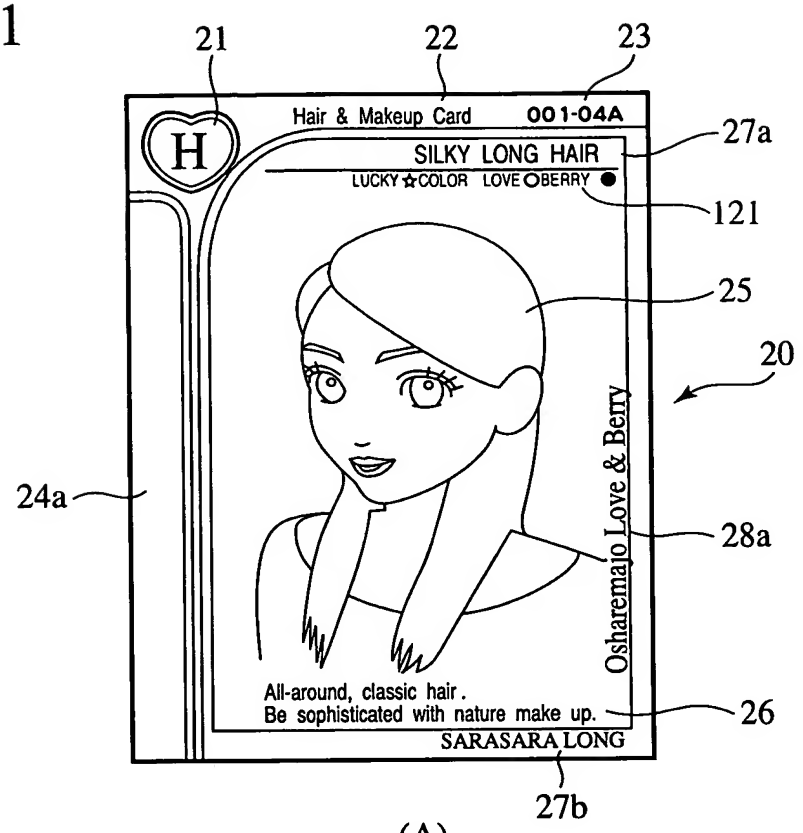
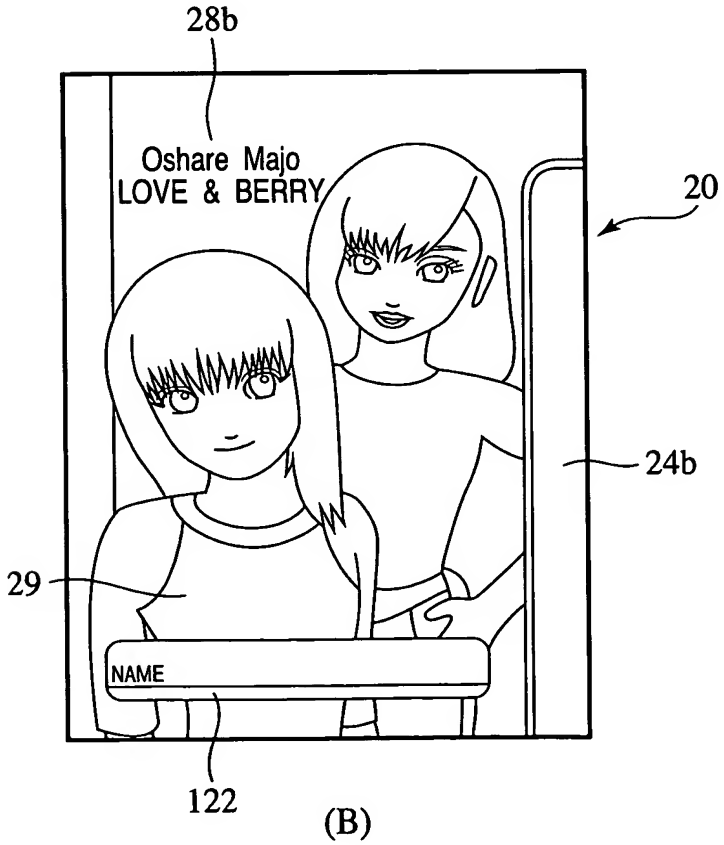

HAIR & MAKEUP CARD
GIRLY HAIR
H
20
001
002
003
004
005
006
007
008
009
010
011
012
DRESS UP CARD
DENIM & LONG T-SHIRT
D
30
B
L
SUIT BERRY BETTER
SUIT LOVE BETTER
CONTENTS OF OSHARE MAJO CARD
a KINDS OF CARDS
b MARKS INDICATING KINDS
c NAME OF THIS CARD
d DESIGN OF DRESSING
e FACE AND DIALOGUE OF LOVE
f FACE AND DIALOGUE OF BERRY
g BAR CODE
013
014
015
016
017
018
019
020
021
022
023
024
FOOTWARE CARD
LONG BOOTS
F
40
DRESS UP POWER
DECIDE BASIC POINT IN GAME, BASED ON DRESS UP POWER VALUE. DRESS UP IN GOOD SENSE SUITABLE FOR A DANCE SITE, AND GAME FAVORABLY DEVELOPS.

FIG. 21


21
22
23
Hair & Makeup Card
001-04A
H
SILKY LONG HAIR
LUCKY ☆COLOR LOVE ○BERRY ●
27a
121
25
20
24a
Osharemajo Love & Berry
28a
All-around, classic hair.
Be sophisticated with nature make up.
26
SARASARA LONG
27b

(A)


28b
Oshare Majo
LOVE & BERRY
20
24b
29
NAME
122

(B)

FIG. 22

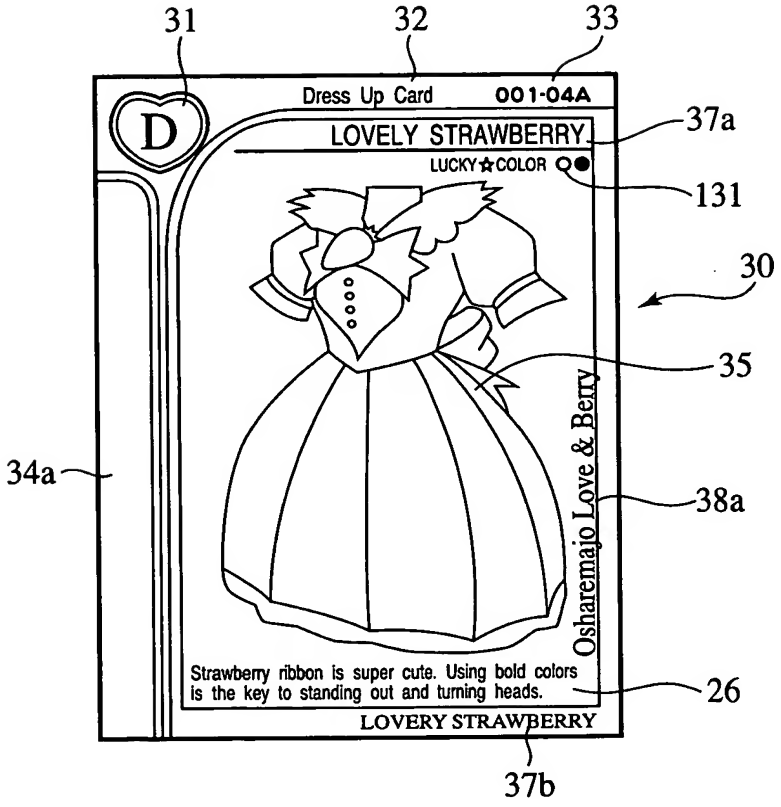

31
32
33
Dress Up Card
001-04A
D
LOVELY STRAWBERRY
37a
LUCKY☆COLOR
131
30
35
34a
38a
Osharemajo Love & Berry
Strawberry ribbon is super cute. Using bold colors is the key to standing out and turning heads.
26
LOVERY STRAWBERRY
37b

FIG. 23

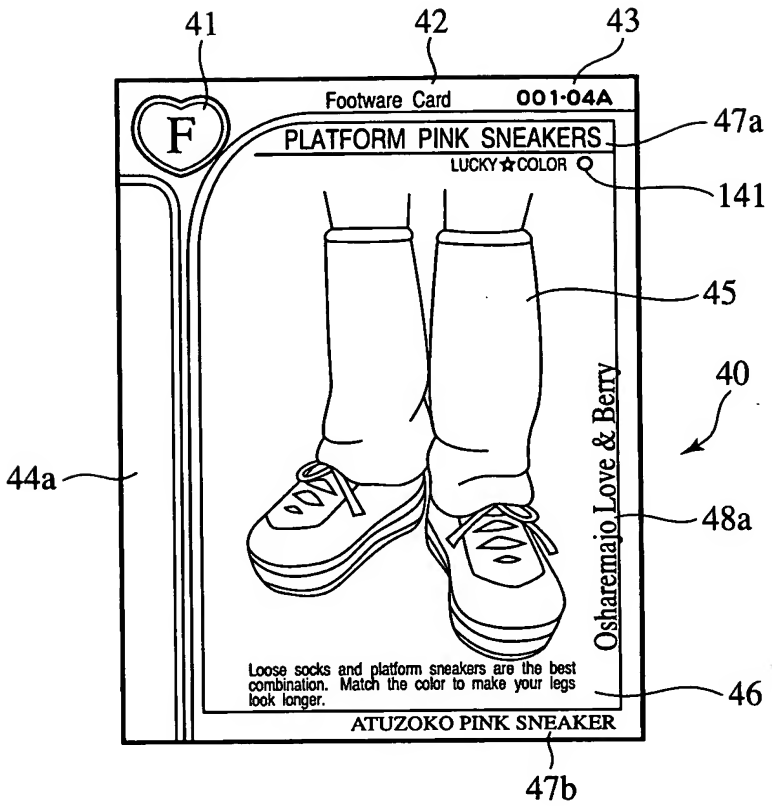
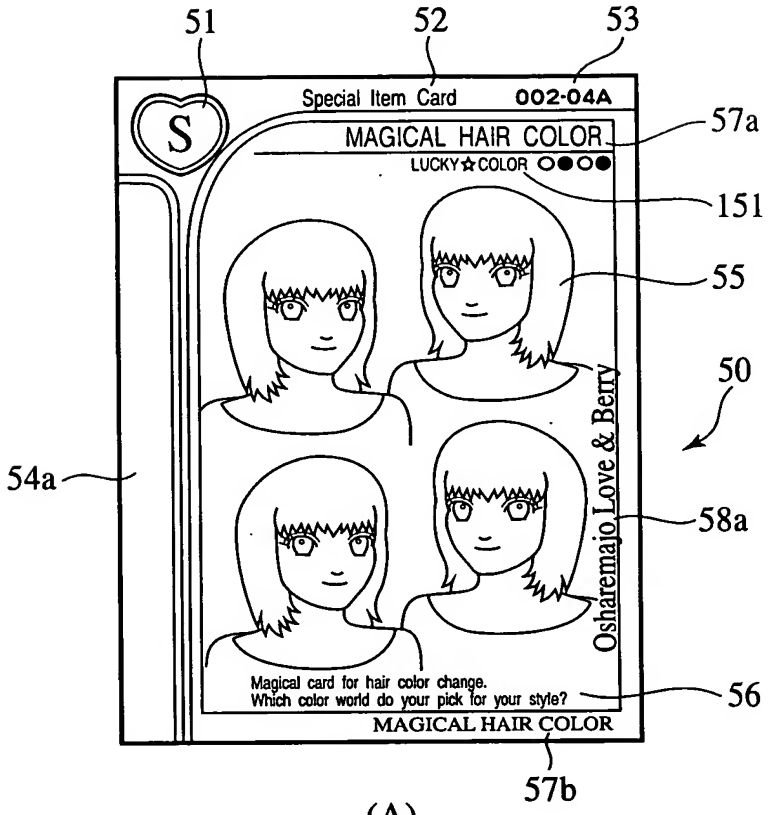
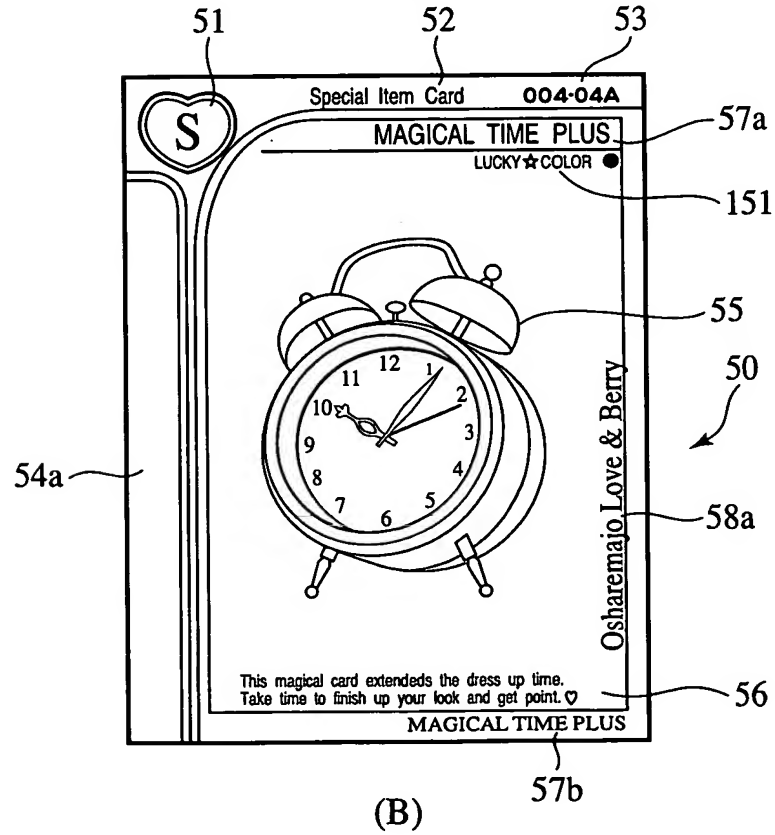

41
42
43
F
Footware Card
001-04A
PLATFORM PINK SNEAKERS
47a
LUCKY☆COLOR
141
45
40
44a
Osharemajo Love & Berry
48a
Loose socks and platform sneakers are the best combination. Match the color to make your legs look longer.
46
ATUZOKO PINK SNEAKER
47b

FIG. 24

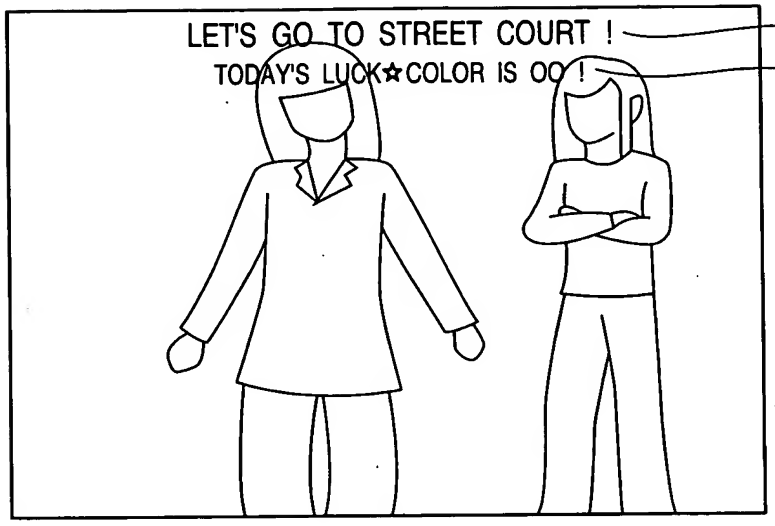

51
52
53
Special Item Card
002-04A
S
MAGICAL HAIR COLOR
57a
LUCKY☆COLOR
151
55
50
54a
Osharemajo Love & Berry
58a
Magical card for hair color change.
Which color world do your pick for your style?
56
MAGICAL HAIR COLOR
57b

(A)

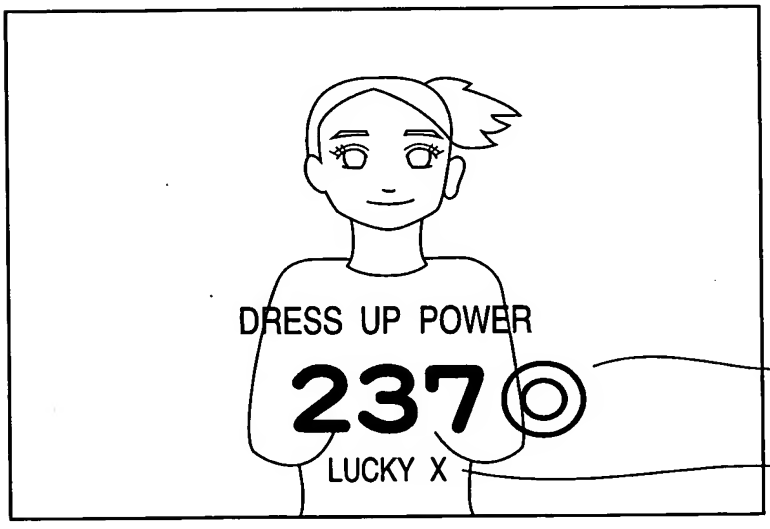

51
52
53
Special Item Card
004-04A
S
MAGICAL TIME PLUS
57a
LUCKY☆COLOR
151
55
50
54a
Osharemajo Love & Berry
58a
This magical card extendeds the dress up time.
Take time to finish up your look and get point.♡
56
MAGICAL TIME PLUS
57b

(B)

FIG. 25


LET'S GO TO STREET COURT !
TODAY'S LUCK☆COLOR IS OO !
161
162

(A)


DRESS UP POWER
237
LUCKY X
163
164

(B)

FIG. 26

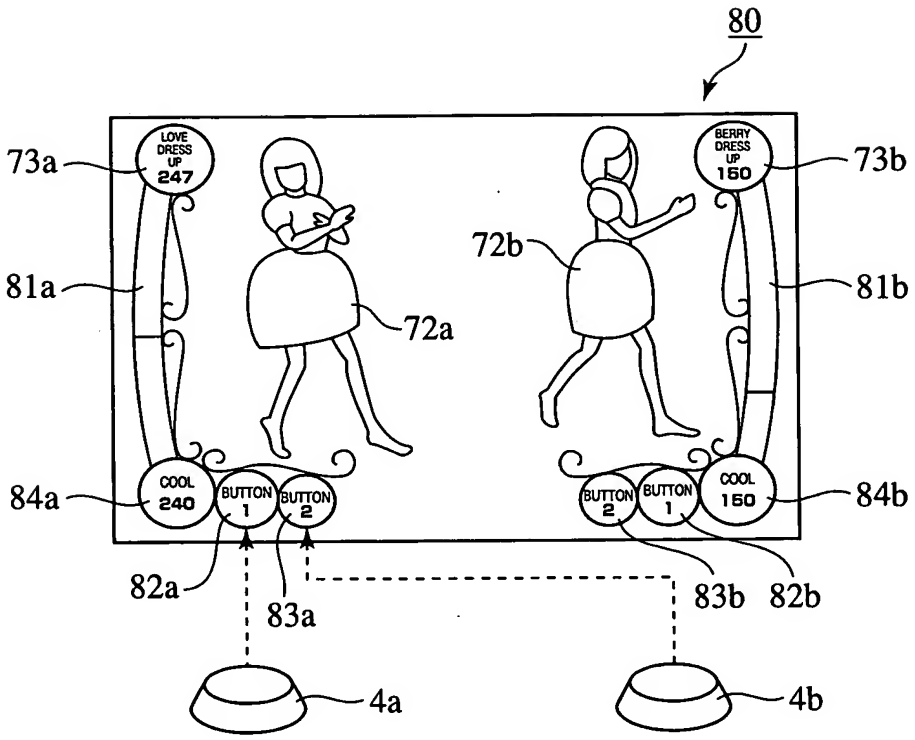
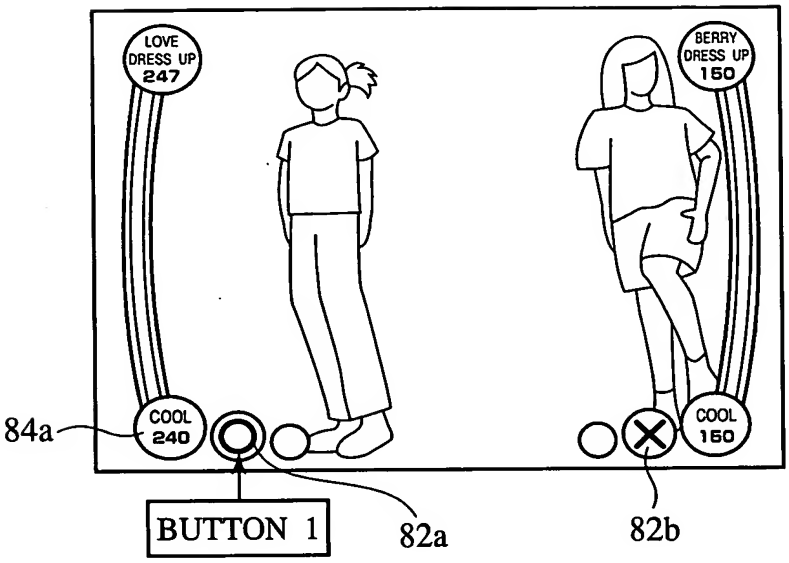
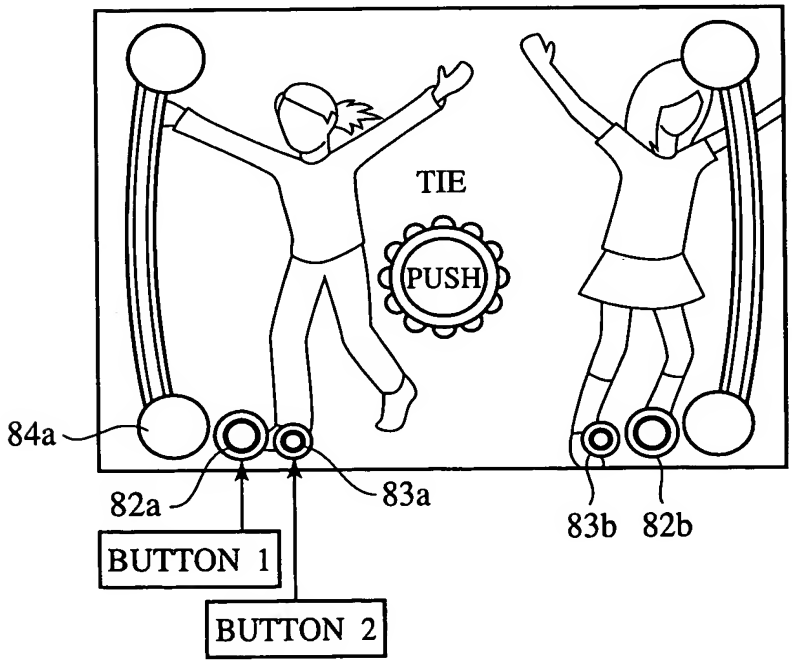

80
73a
LOVE DRESS UP 247
BERRY DRESS UP 150
73b
72b
81a
81b
72a
84a
COOL 240
BUTTON 1
BUTTON 2
BUTTON 2
BUTTON 1
COOL 150
84b
82a
83a
83b
82b
4a
4b

FIG. 27


LOVE
DRESS UP
247
BERRY
DRESS UP
150
COOL
240
COOL
150
84a
BUTTON 1
82a
82b

(A)


TIE
PUSH
84a
82a
83a
83b
82b
BUTTON 1
BUTTON 2

(B)

FIG. 28

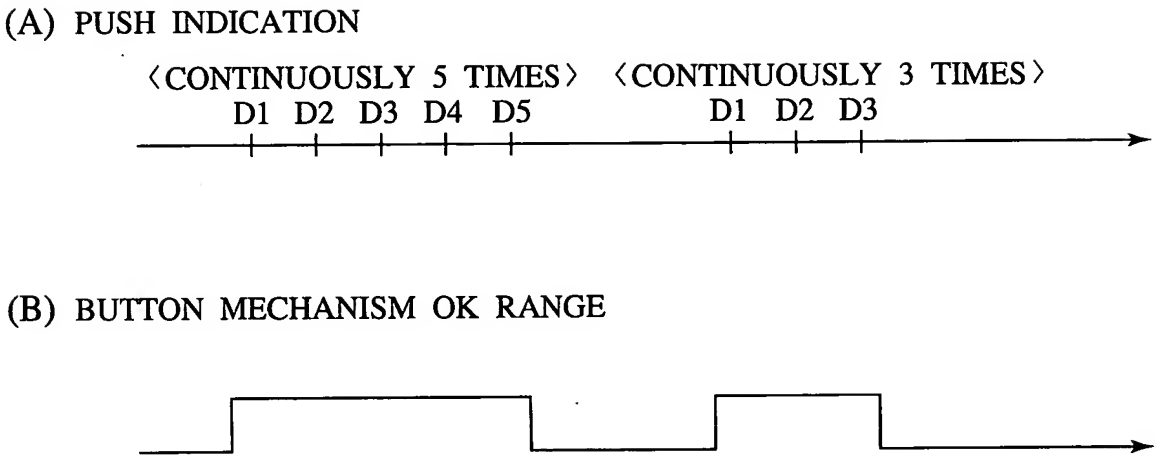

(A) PUSH INDICATION
〈CONTINUOUSLY 5 TIMES〉
〈CONTINUOUSLY 3 TIMES〉
D1 D2 D3 D4 D5
D1 D2 D3
(B) BUTTON MECHANISM OK RANGE

FIG. 29

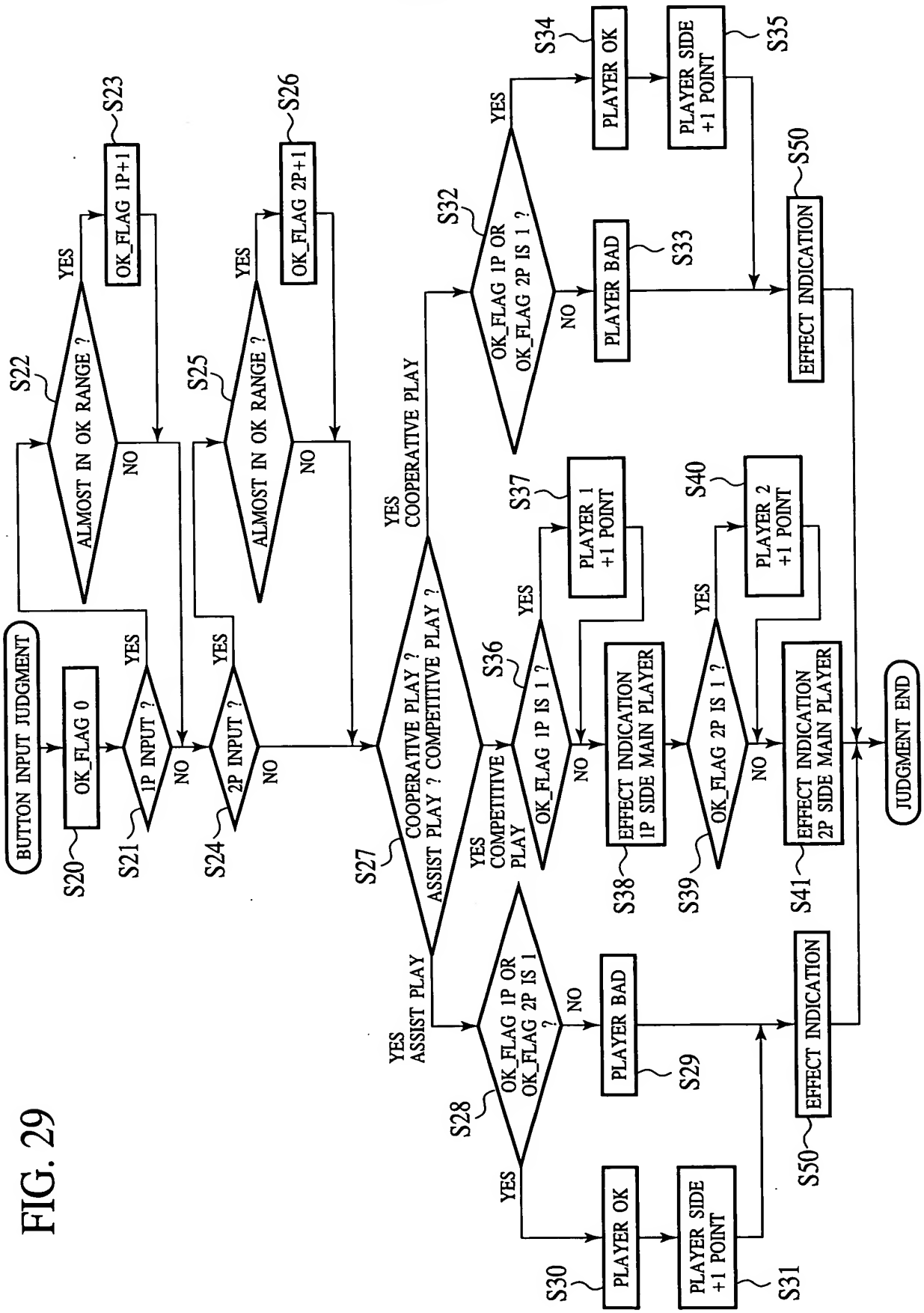

BUTTON INPUT JUDGMENT
S20
OK_FLAG 0
S21
1P INPUT ?
YES
NO
S22
ALMOST IN OK RANGE ?
YES
NO
S23
OK_FLAG 1P+1
S24
2P INPUT ?
YES
NO
S25
ALMOST IN OK RANGE ?
YES
NO
S26
OK_FLAG 2P+1
S27
COOPERATIVE PLAY ? ASSIST PLAY ? COMPETITIVE PLAY ?
YES COOPERATIVE PLAY
YES COMPETITIVE PLAY
YES ASSIST PLAY
S28
OK_FLAG 1P OR OK_FLAG 2P IS 1 ?
YES
NO
S29
PLAYER BAD
S30
PLAYER OK
S31
PLAYER SIDE +1 POINT
S32
OK_FLAG 1P OR OK_FLAG 2P IS 1 ?
YES
NO
S33
PLAYER BAD
S34
PLAYER OK
S35
PLAYER SIDE +1 POINT
S36
OK_FLAG 1P IS 1 ?
YES
NO
S37
PLAYER 1 +1 POINT
S38
EFFECT INDICATION 1P SIDE MAIN PLAYER
S39
OK_FLAG 2P IS 1 ?
YES
NO
S40
PLAYER 2 +1 POINT
S41
EFFECT INDICATION 2P SIDE MAIN PLAYER
S50
EFFECT INDICATION
S50
EFFECT INDICATION
JUDGMENT END

FIG. 30

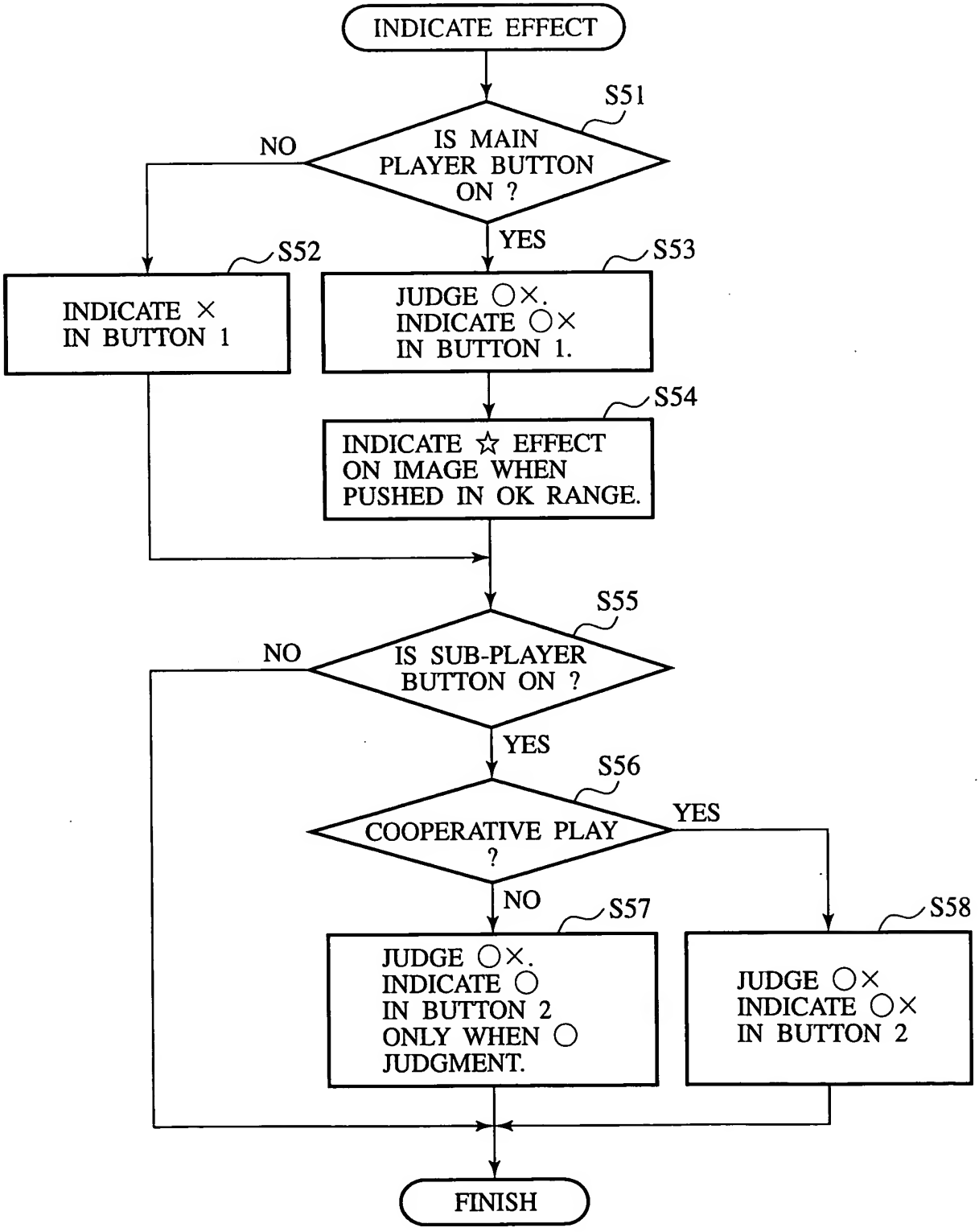

INDICATE EFFECT
S51
IS MAIN PLAYER BUTTON ON ?
NO
YES
S52
INDICATE × IN BUTTON 1
S53
JUDGE ○×. INDICATE ○× IN BUTTON 1.
S54
INDICATE ☆ EFFECT ON IMAGE WHEN PUSHED IN OK RANGE.
S55
IS SUB-PLAYER BUTTON ON ?
NO
YES
S56
COOPERATIVE PLAY ?
YES
NO
S57
JUDGE ○×. INDICATE ○ IN BUTTON 2 ONLY WHEN ○ JUDGMENT.
S58
JUDGE ○× INDICATE ○× IN BUTTON 2
FINISH

FIG. 31

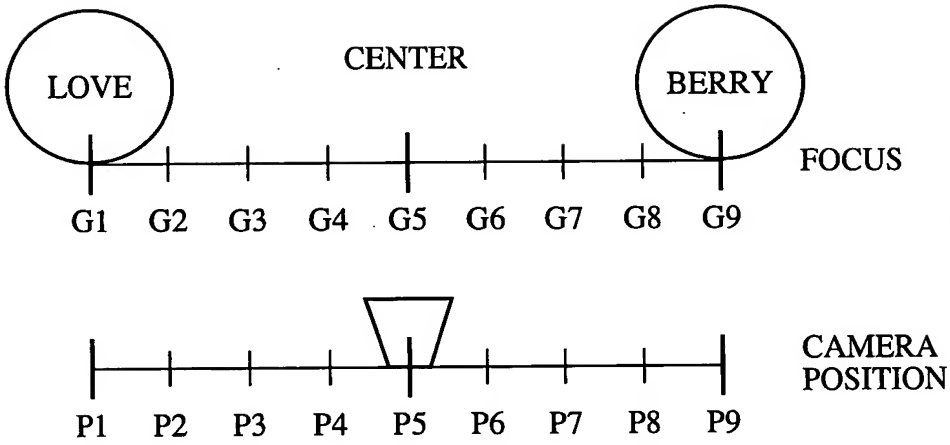

LOVE
CENTER
BERRY
FOCUS
G1 G2 G3 G4 G5 G6 G7 G8 G9
CAMERA POSITION
P1 P2 P3 P4 P5 P6 P7 P8 P9

FIG. 32

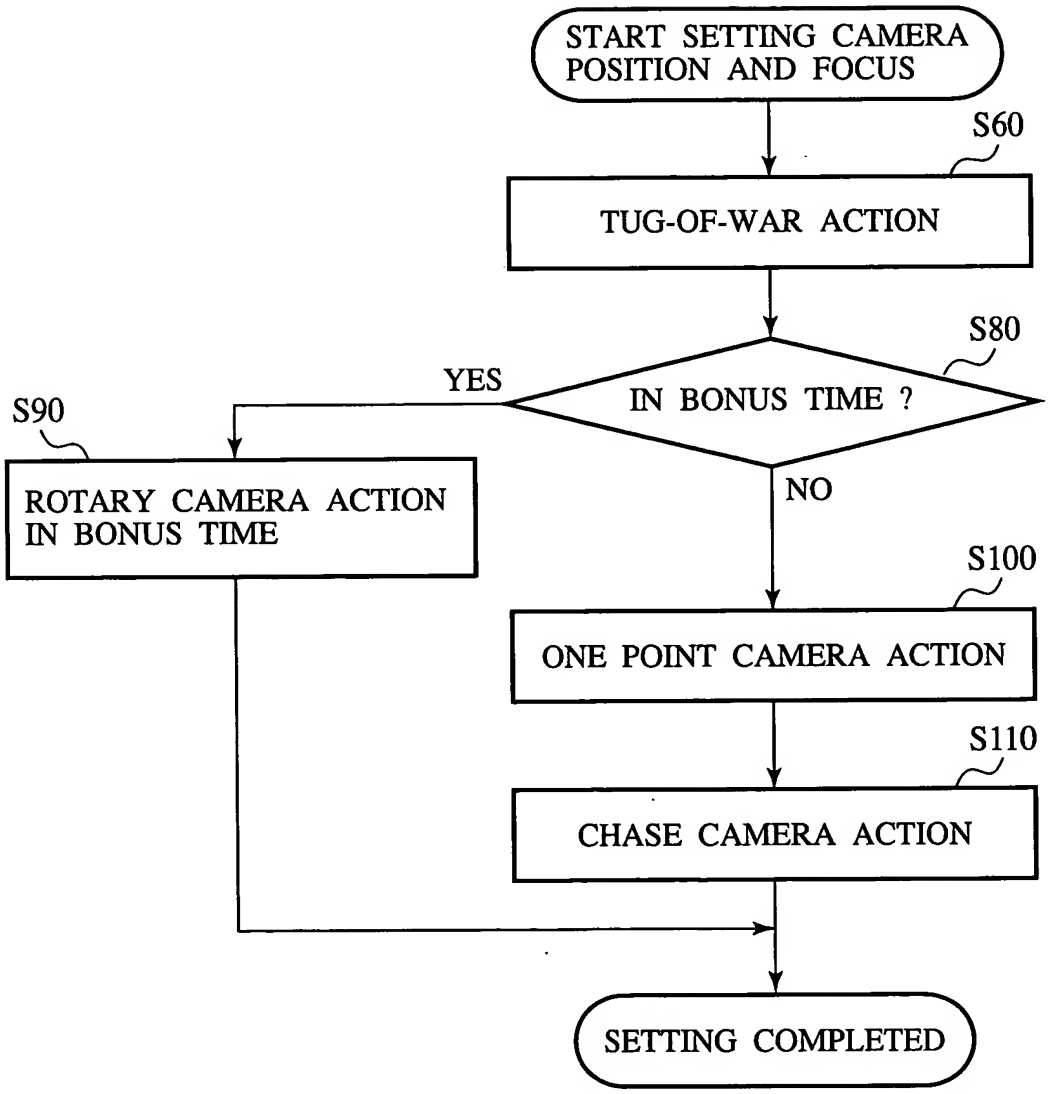

START SETTING CAMERA POSITION AND FOCUS
S60
TUG-OF-WAR ACTION
S80
IN BONUS TIME ?
YES
S90
ROTARY CAMERA ACTION IN BONUS TIME
NO
S100
ONE POINT CAMERA ACTION
S110
CHASE CAMERA ACTION
SETTING COMPLETED

FIG. 33

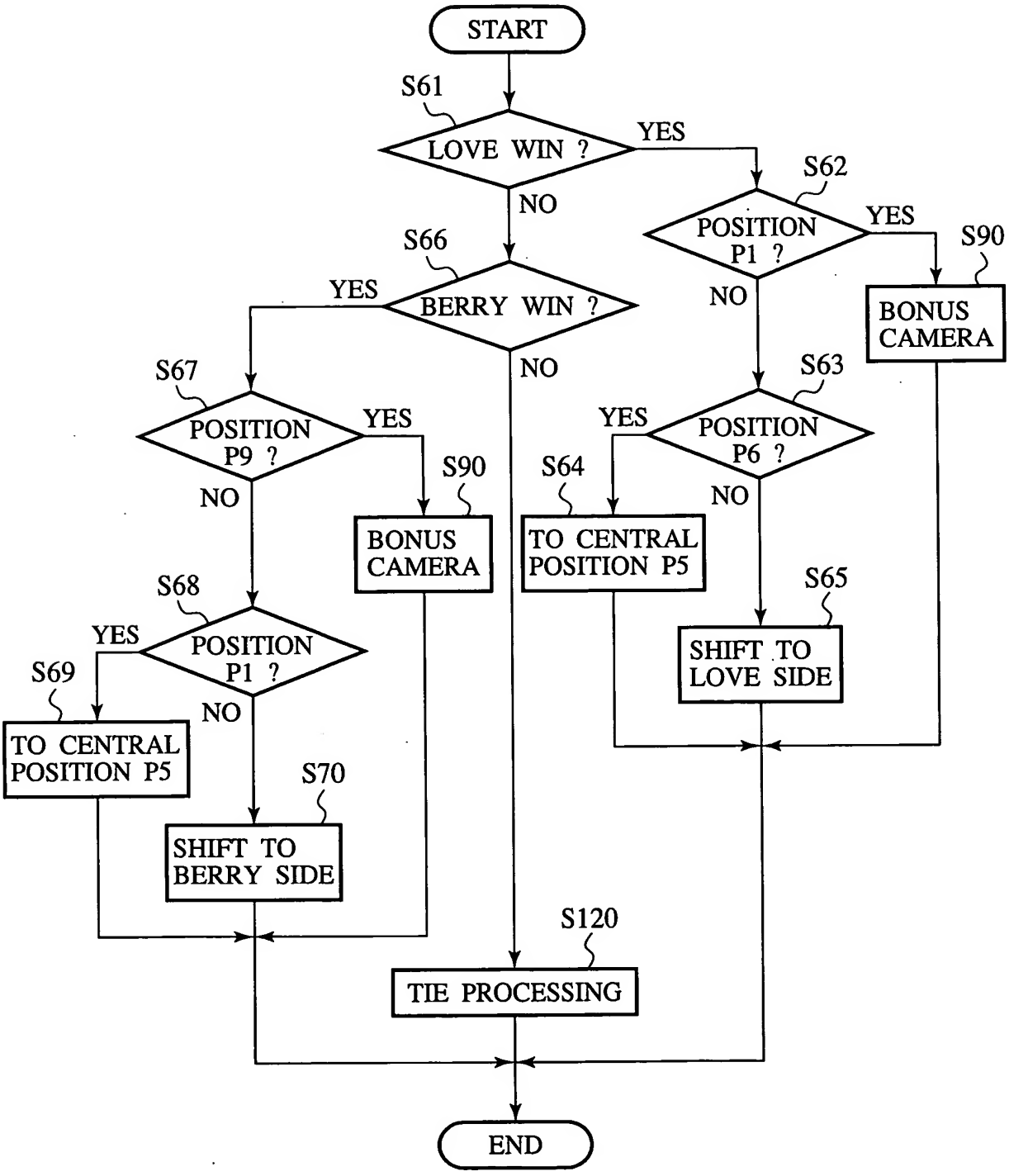

START
S61
LOVE WIN ?
YES
NO
S62
POSITION P1 ?
YES
NO
S90
BONUS CAMERA
S66
BERRY WIN ?
YES
NO
S67
POSITION P9 ?
YES
NO
S90
BONUS CAMERA
S63
POSITION P6 ?
YES
NO
S64
TO CENTRAL POSITION P5
S65
SHIFT TO LOVE SIDE
S68
POSITION P1 ?
YES
NO
S69
TO CENTRAL POSITION P5
S70
SHIFT TO BERRY SIDE
S120
TIE PROCESSING
END

FIG. 34

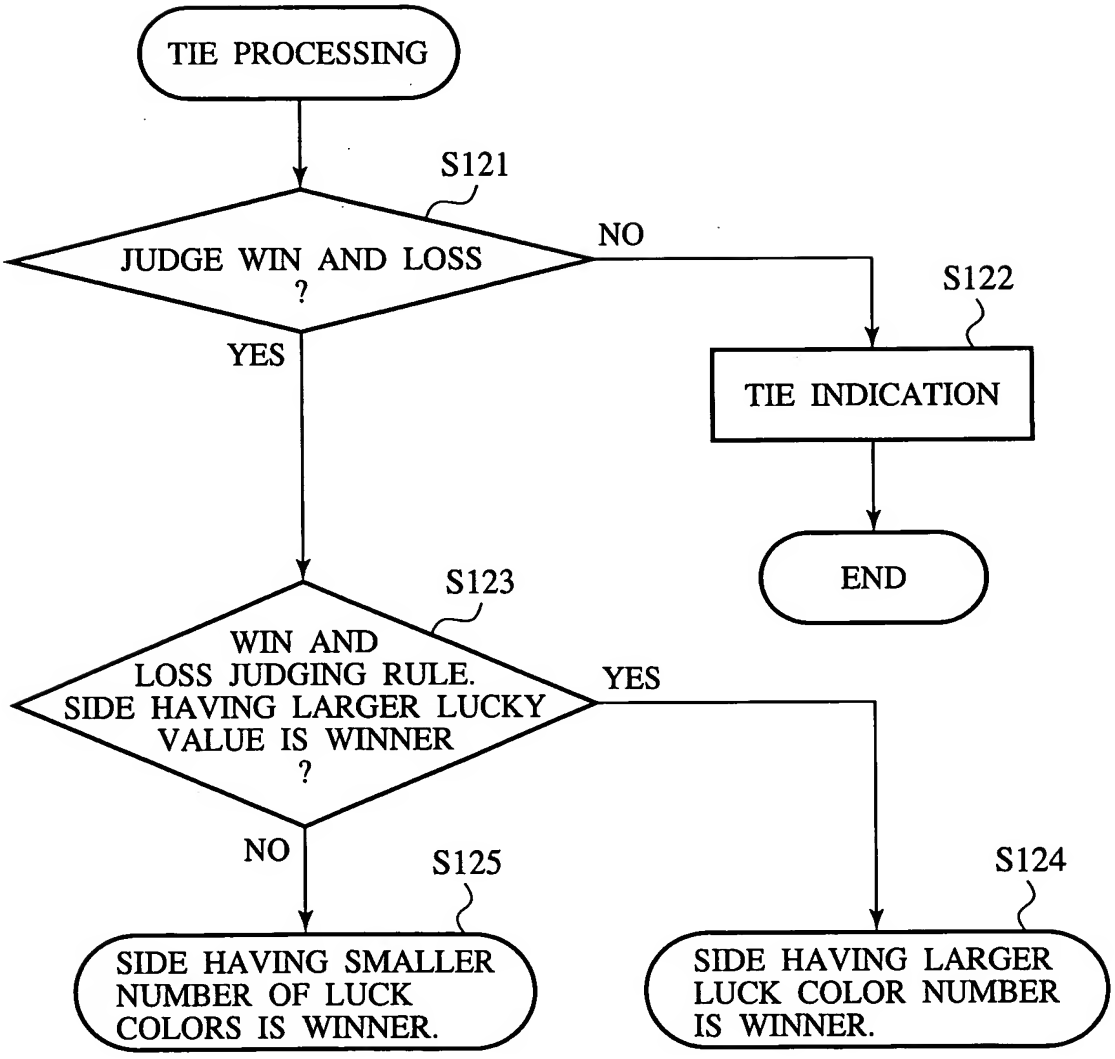

TIE PROCESSING
S121
JUDGE WIN AND LOSS ?
NO
S122
TIE INDICATION
END
YES
S123
WIN AND LOSS JUDGING RULE. SIDE HAVING LARGER LUCKY VALUE IS WINNER ?
YES
NO
S125
SIDE HAVING SMALLER NUMBER OF LUCK COLORS IS WINNER.
S124
SIDE HAVING LARGER LUCK COLOR NUMBER IS WINNER.

FIG. 35

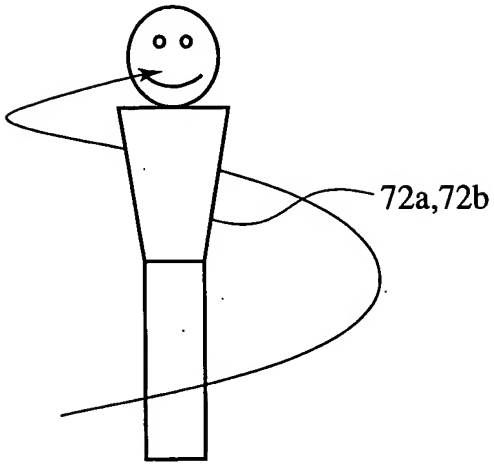


FIG. 36

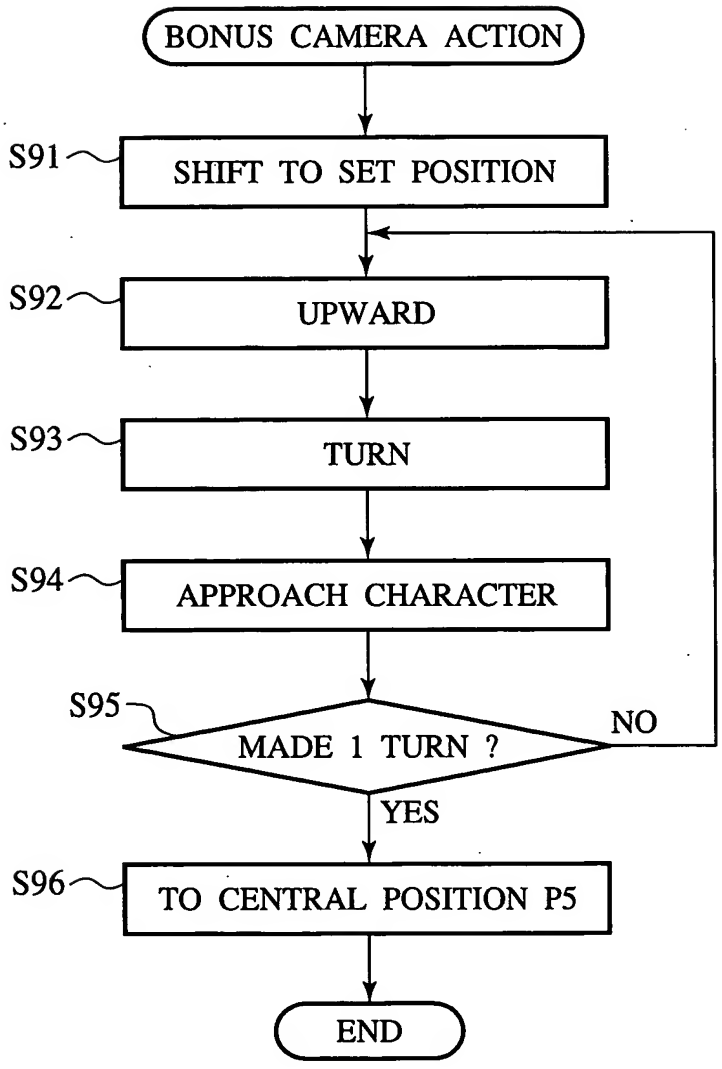

BONUS CAMERA ACTION
S91
SHIFT TO SET POSITION
S92
UPWARD
S93
TURN
S94
APPROACH CHARACTER
S95
MADE 1 TURN ?
NO
YES
S96
TO CENTRAL POSITION P5
END

FIG. 37

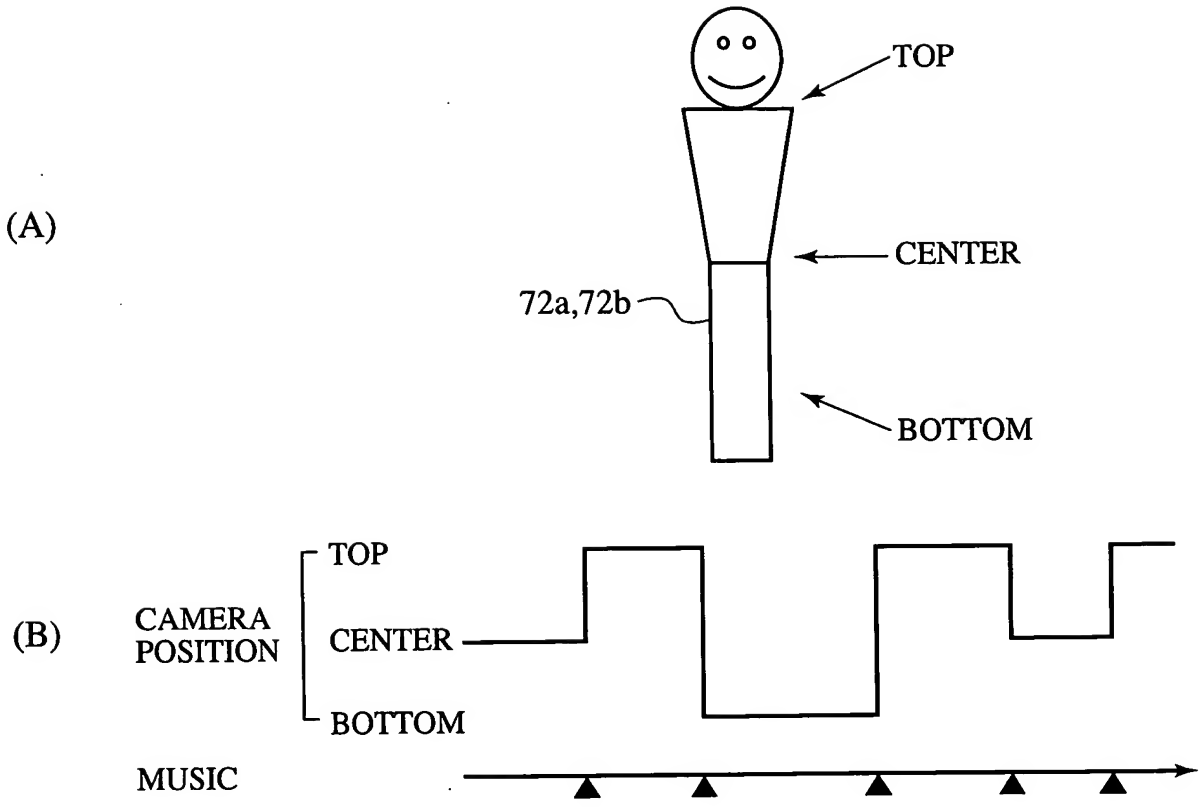

(A)
TOP
CENTER
72a,72b
BOTTOM
(B)
CAMERA POSITION
TOP
CENTER
BOTTOM
MUSIC

FIG. 38

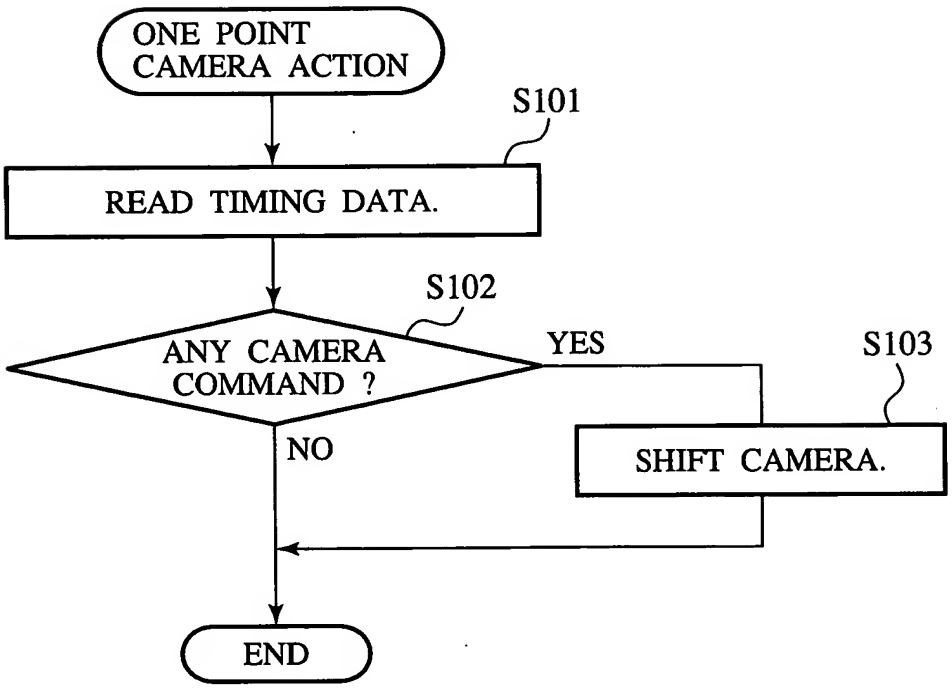
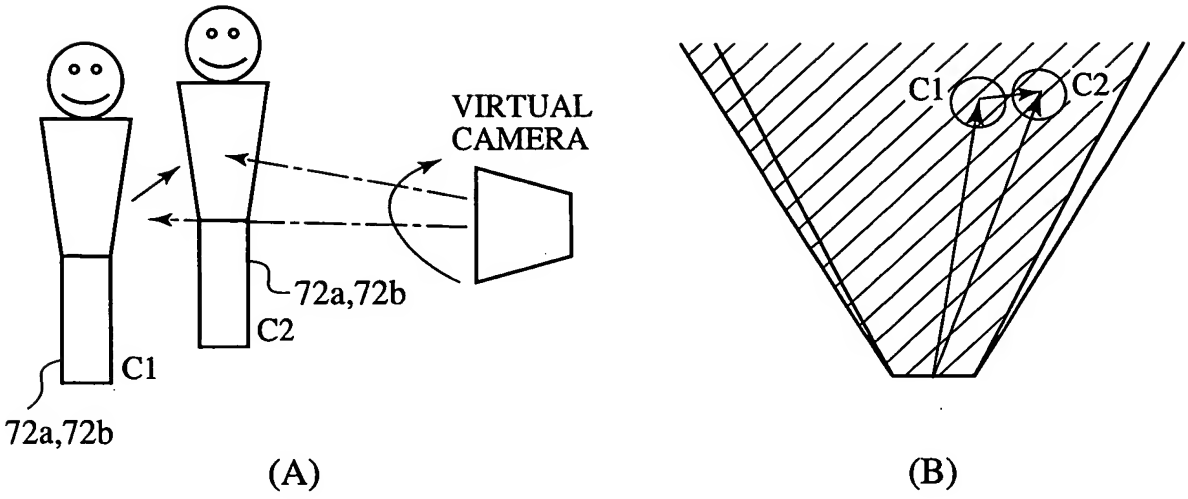
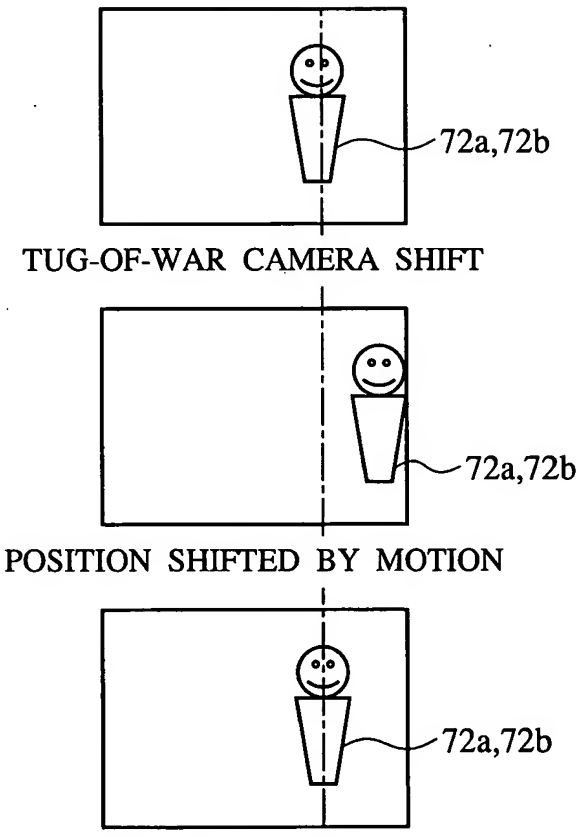

ONE POINT CAMERA ACTION
S101
READ TIMING DATA.
S102
ANY CAMERA COMMAND ?
YES
S103
NO
SHIFT CAMERA.
END

FIG. 39

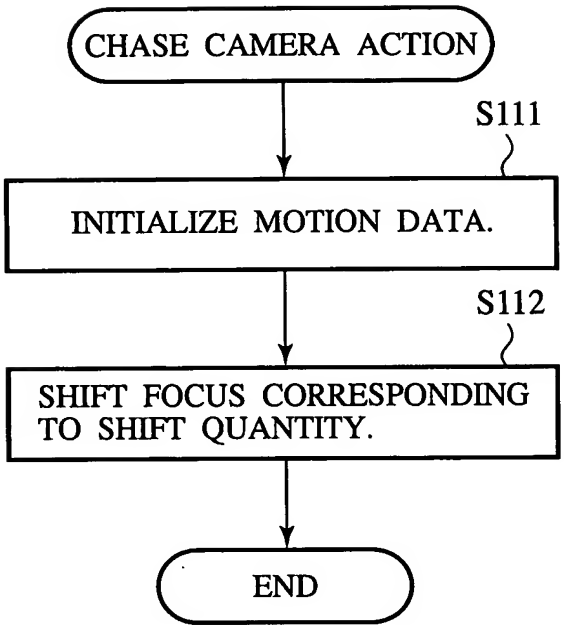

VIRTUAL
CAMERA
72a,72b
C2
C1
72a,72b
C1
C2

(A) (B)


72a,72b
TUG-OF-WAR CAMERA SHIFT
72a,72b
POSITION SHIFTED BY MOTION
72a,72b
SECURE POSITION BY CHASE CAMERA

(C)

FIG. 40


CHASE CAMERA ACTION
S111
INITIALIZE MOTION DATA.
S112
SHIFT FOCUS CORRESPONDING TO SHIFT QUANTITY.
END